P.T.O.IV™

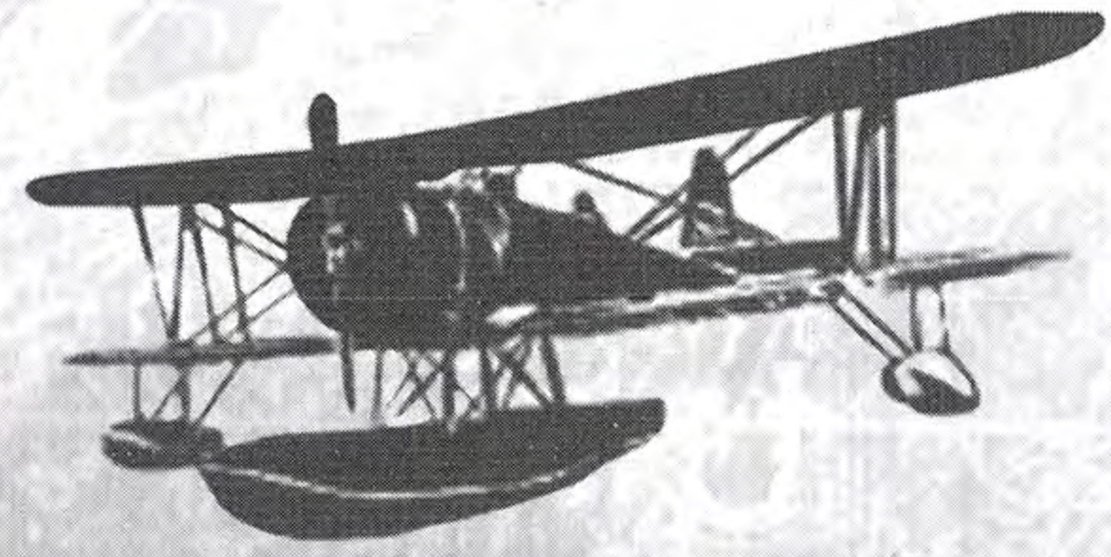
Pacific Theater of Operations

EVERYONE

E

CONTENT RATED BY ESRB

KOEI™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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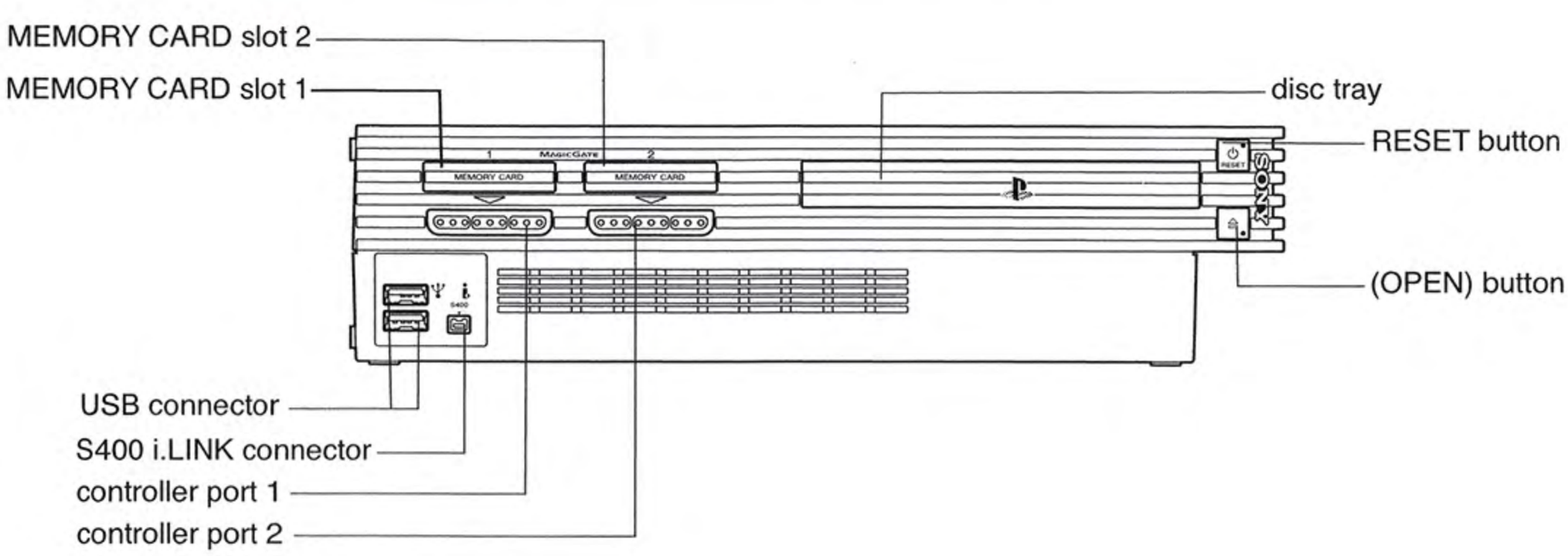
Design: ZERO 2 Co., ltd.

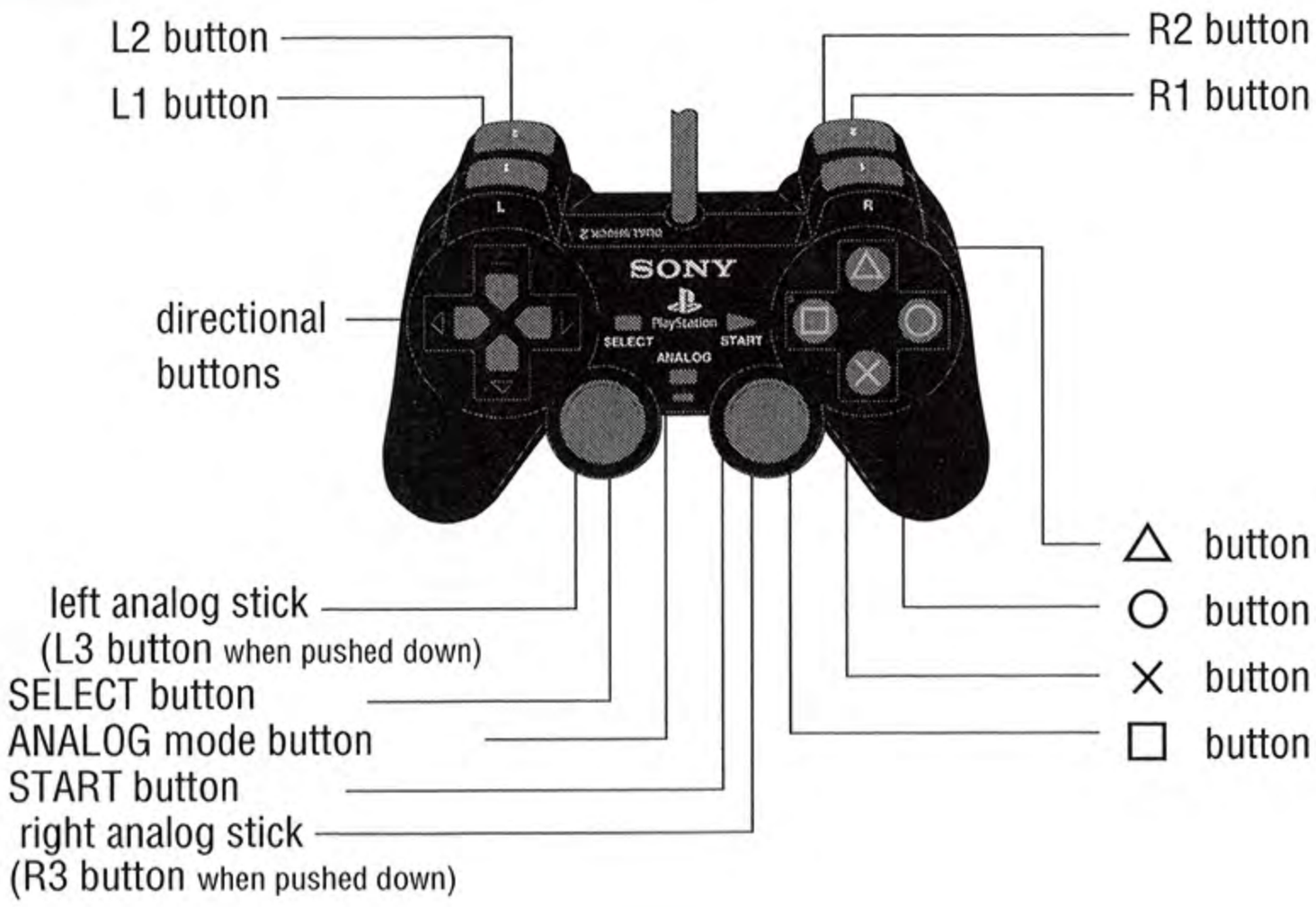
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the P.T.O. IV™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

directional buttons Selects/Moves cursor; Switches region

⊗ button Displays/Selects Strategic Commands

△ button Cancel; De-select strategic command; Go back

○ button Zoom display of selected region; Confirm plans

□ button Displays detailed information

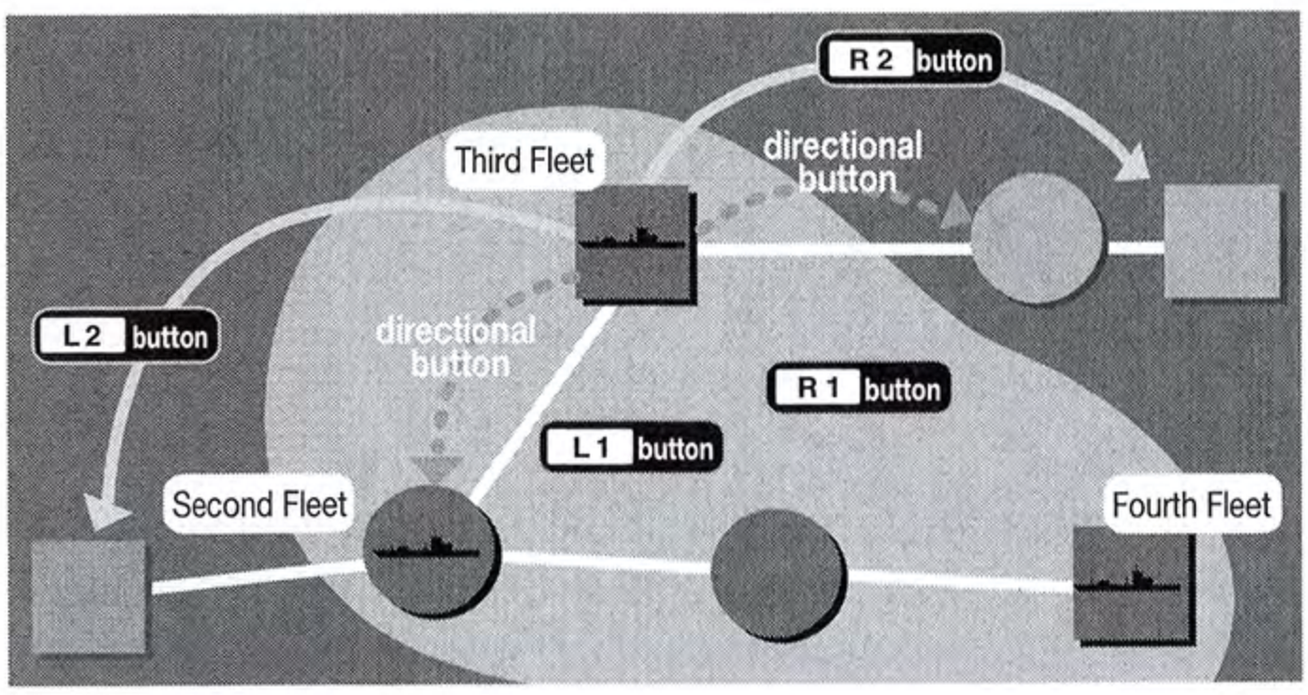
L1 R1 button Switches among fleets stationed in a region by fleet number

L2 R2 button Switch Key Base

START button Starts Game

SELECT button Displays In-Game Help

NOTE: For controls during the Tactical Phase, please refer to P34.



In addition to using the directional buttons, you may also switch selected regions with the **L1**/**R1** buttons or the **L2**/**R2** buttons. With the directional buttons, the region switches between physically-connected regions. With the **L1**/**R1** buttons, the region switches depending on the number of Home Country fleets stationed in each region. With the **L2**/**R2** button, the region switches by Key Bases, regardless of who controls each base.

ABOUT PACIFIC THEATER OF OPERATIONS IV

Pacific Theater of Operations IV is a simulation game centering on the naval battles of World War II.

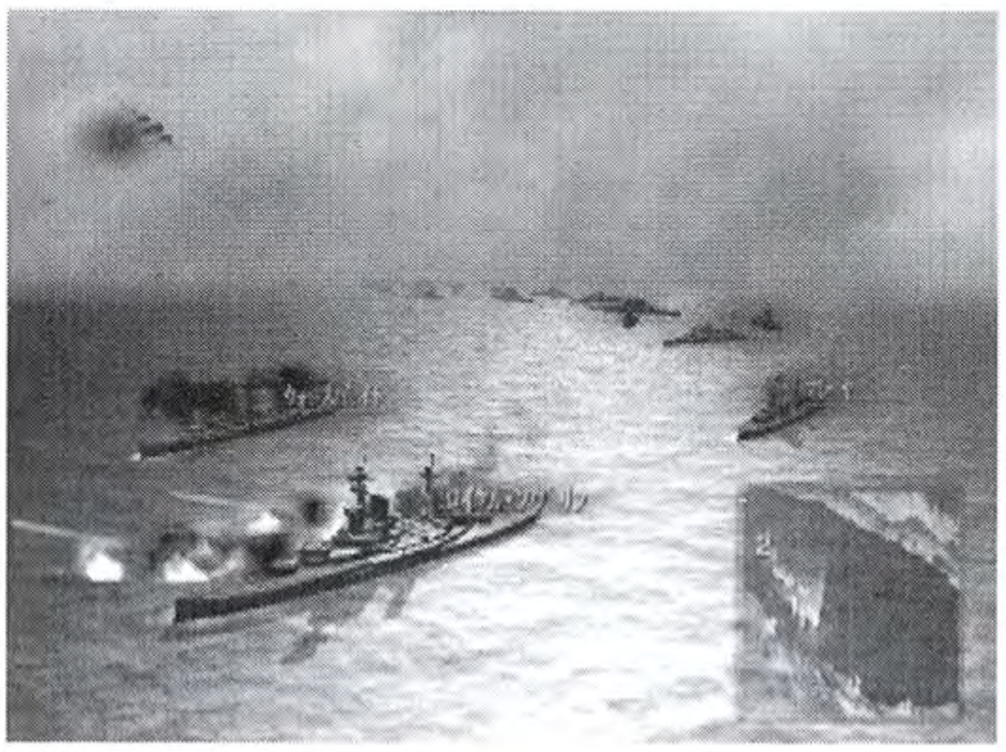
GAME FEATURES

◆ Naval Combat in seas all over the world

Four countries participate in Pacific Theater of Operations IV - Japan, the United States of America, Britain, and Germany -- vying for naval superiority in seas all over the world.
Countries on the same side (Axis or Allies) operate as an alliance, cooperating with their allies and joining to fight against the opposition.

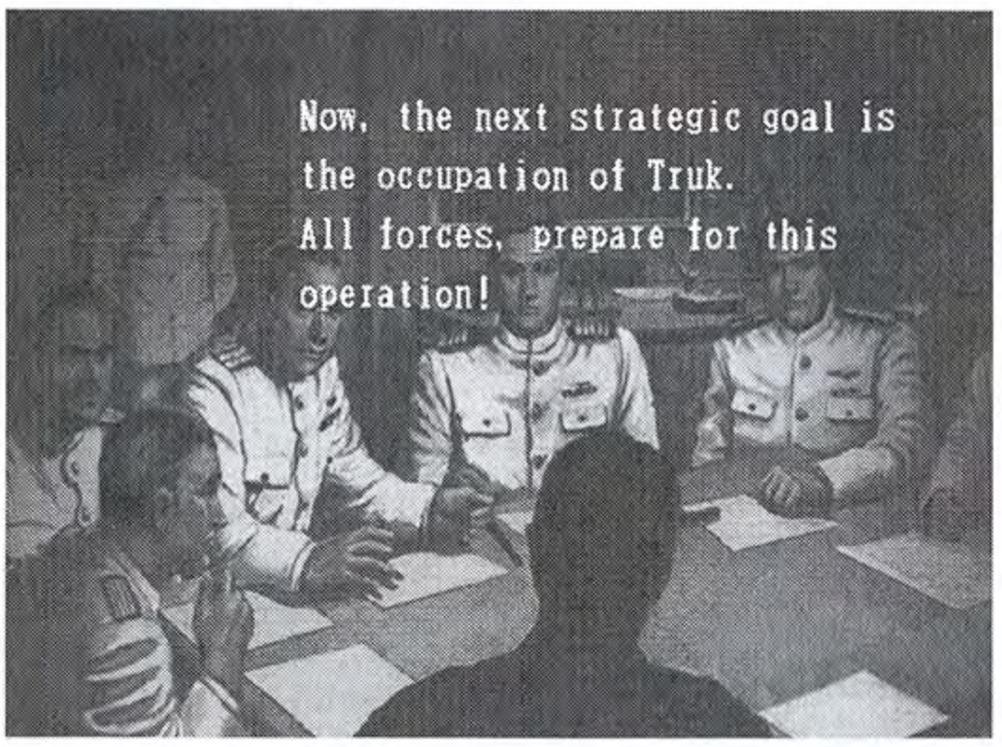
◆ Thrilling real-time 3-D Combat

Ships and aircraft are rendered with 3-D graphics during naval combat for thrilling battles resemble a movie. A camera function allows you to view scenes from multiple angles.
Every battle takes place in real-time. The clock is always ticking -- even when you give orders to each fleet. Take the entire battle zone into consideration, effectively judge battle conditions, and quickly issue the right orders for your situation.



◆ Develop the best ships and aircraft

Over three hundred different ships and aircraft appear in Pacific Theater of Operations IV. In addition, you can design and build powerful ships and aircraft that were never produced in real life.



◆ 2 Game Modes

Pacific Theater of Operations IV has two modes of play: Campaign and Scenario.

GAME BASICS

◆ 50 Regions and 14 Key Bases

During the Campaign Mode, naval battles unfold across all the seas of the world.
The oceans are divided into 50 "Regions." Occupy regions controlled by enemy countries, and defend your own regions against enemy aggression.
There are 14 Key Bases. Each country selects one of these Key Bases as their Home Port. A country is eliminated when it loses its all Key Bases and have no Home Port.

◆ Increase Production by controlling Regions

When you achieve control over a new region through victory in naval combat, you acquire its funds, oil, steel, and aluminum. Transport these resources to your Home Port where they can be used to fuel ships and produce new ships and aircraft. Every region you control is one step closer to victory for your country.

A GLOSSARY OF TERMS

THE COMMANDER

Rides on board a ship and supervises operations.
A ship occupied by a Commander has increased attack accuracy and evasive capabilities. These statistics are affected by the abilities of the Commander on board.
Commanders are ranked as "Captains," "Vice-Admirals," and so on. Commanders gain access to more types of ships as they increase in rank.
While the Commander's abilities increase with each victory in battle, ranks also increase when certain fixed goals have been met. Furthermore, decorations and commendations are awarded to Commanders that are highly successful in occupying regions of tactical importance.

◆COMMANDER RANKS AND SHIPS THEY CAN CONTROl

RANK	Battleship	Carrier	Heavy Cruiser	Light Cruiser	Destroyer	Sub
Marshall, Admiral, Vice-Admiral	✓	✓	✓	✓	✓	✓
Rear Admiral		✓	✓	✓	✓	✓
Captain			✓	✓	✓	✓
Commander				✓	✓	✓
Lieutenant Commander					✓	✓

FLEETS

Comprised of 1 to 16 ships, fleets are operational units for ships. Commands for movement, battle, and the like are issued to each fleet. A single country may form up to 16 fleets. A maximum of four aircraft carriers can be placed in any one fleet.

SHIP MODELS AND TYPES OF SHIPS

"Ship Model" refers to the structural design of a ship. The ship model is selected when a ship is to be built. Furthermore, when a new model of ship is to be built, the model must first be designed. Construction can only begin once design work is completed.
There are various types of ships, each with different capabilities.

Type		Characteristics	Aircraft	Torpedoes	D. Charges
Battleships	Battleship	High Gun, Defense Power	Scouts		
	Battle Cruiser	Combo of Cruiser, Battleship abilities	Scouts		
	Battle Carriers	Allows use of seaplanes	Seaplanes		
Aircraft Carriers	Regular Carrier	Accommodates many aircraft	Carrier		
	Light Carrier	Mass-produced but low capacity	Carrier		
	Escort Carrier	Designed for fleet air defense	Carrier		
Heavy Cruiser		Low Gun Power, High Speed	Scouts	✓	
Light Cruiser		Can be mass-produced	Scouts	✓	✓
Destroyer		Low armor, but strong Torpedo attack		✓	✓
Submarine		Useful for disruption of trade		✓	

A GLOSSARY OF TERMS

AIRCRAFT

Aircraft can be deployed to bases in regions, or to special ships, such as aircraft carriers.
When aircraft are deployed, the type can be selected to best fit the mission's needs. Available types are: "Fighter," "Escort," "Bomber," "Torpedo Bomber," and "Scout."
The type of ship to which a given aircraft can be deployed is limited by the type of aircraft.
Seaplane scouts are automatically deployed to battleships and cruisers. However, they must be specifically chosen for deployment to battle carriers.

◆ CHARACTERISTICS OF EACH TYPE OF AIRCRAFT

TYPE	CHARACTERISTICS
Fighter	Repulses enemy aircraft that approach bases or ships
Escort	Escorts attack planes and bombers
Bomber	Attacks via bombs
Torpedo Bomber	Attacks via torpedoes. Uses bombs when attacking bases
Scout	Reconnaissance of the surrounding region

◆ NAVY AVIATION CORPS AND THEIR MISSIONS

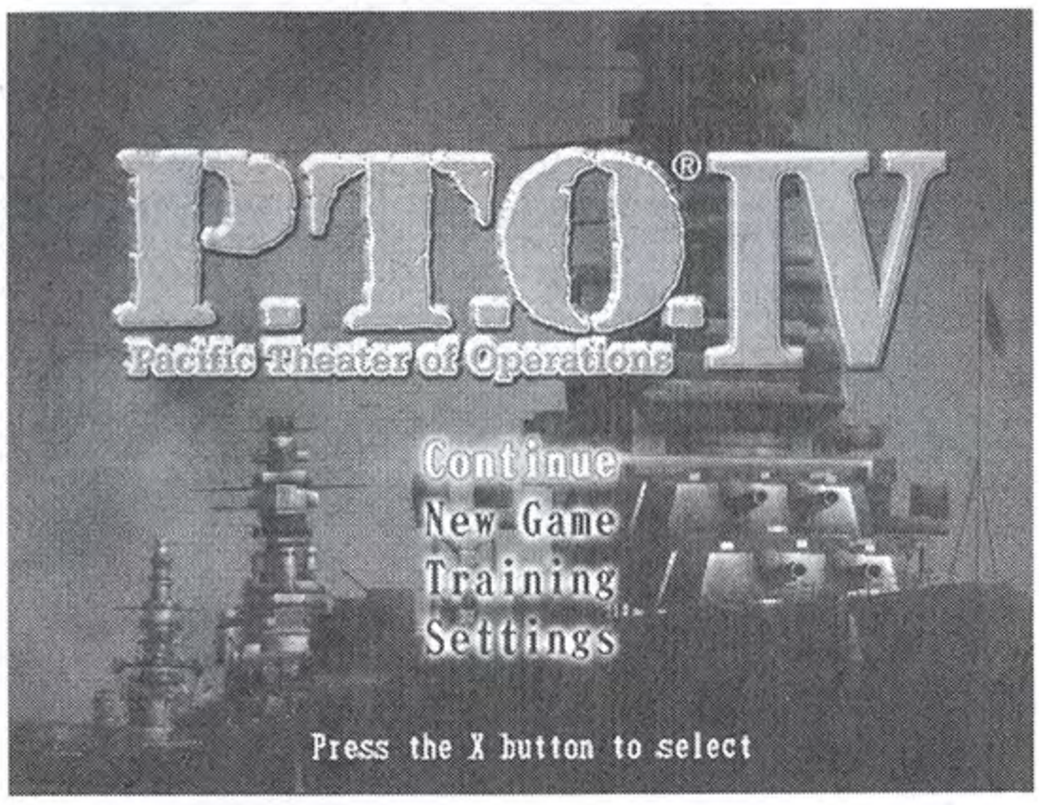
TYPE	CHARACTERISTICS	SHIP DEPLOYABLE
Fighter	Interception of enemy aircraft	No
Bomber	Attack via bombing	No
Attack Plane	Attack via bombing or torpedoes	No
Scout Plane	Mainly scouts the surrounding region	No
Carrier Aircraft	Can be deployed on aircraft carriers	Carriers
Seaplane	Can be deployed on battle carriers. Sea scouts can be deployed on battleships and cruisers	Battleships, Cruisers
Flying Boat	Large aircraft used for reconnaissance	No

* Carrier Aircraft = Fighters (carrier), bombers (carrier), attack planes (carrier), scouts (carrier)
* Seaplanes = fighters (sea type), attack planes (sea type), scouts (sea type)

STARTING THE GAME

STARTING THE GAME

1. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. At least 1857KB of free space is required to save a game.
   *A memory card is required to save game data. For detailed instructions, refer to your PlayStation 2 user's manual.



Continue
Loads saved game data and allows continued play.

New Game
Starts a new game. Allows selection of Campaign Game or Scenario mode. (P8).

Training
An explanation of the Tactics, Strategy and Camera aspects of the game.

Settings
Allows setting of music and sound effects.

2. Turn on the power of the PlayStation®2 Computer Entertainment System and insert the Pacific Theater of Operations IV™ disc.
3. Pressing the START button during the opening sequence displays the title screen.
4. Pressing the START button on the title screen opens the menu.

■ SAVING AND LOADING

Saving data during Campaign play.

1. Select "Options" from the Strategy Screen.
2. Select "Save."
3. Select the location to save. If you select previously saved data, it will be overwritten.

Loading during gameplay

To load saved data, select "Continue" from the menu, and select the data to be loaded.

1. Select "Options" from the Strategy Screen.
2. Select "Load."
3. Select data to be loaded.

■ SETTINGS

MUSIC	10 levels from OFF-MAX (default setting is at [7])
SE	10 levels from OFF-MAX (default setting is at [7])
VIBRATION	[Y] / N
SOUND	[Stereo] / Mono
CONTROLS	[Y] / OFF (Explains Strategic Commands. Select a command to display explanation when this is turned on.
TACTICAL PANEL	[Y] / N (Explains Strategic Commands. Select a command to display explanation when this is turned on.

*Highlighted items are the default settings.

CAMPAIGNS AND SCENARIOS

CAMPAIGNS

Assume the role of Commander of the Japanese, American, British, or German fleets and wage war for global naval supremacy. Choose from any country on either side, Axis or Allies.

Scenario

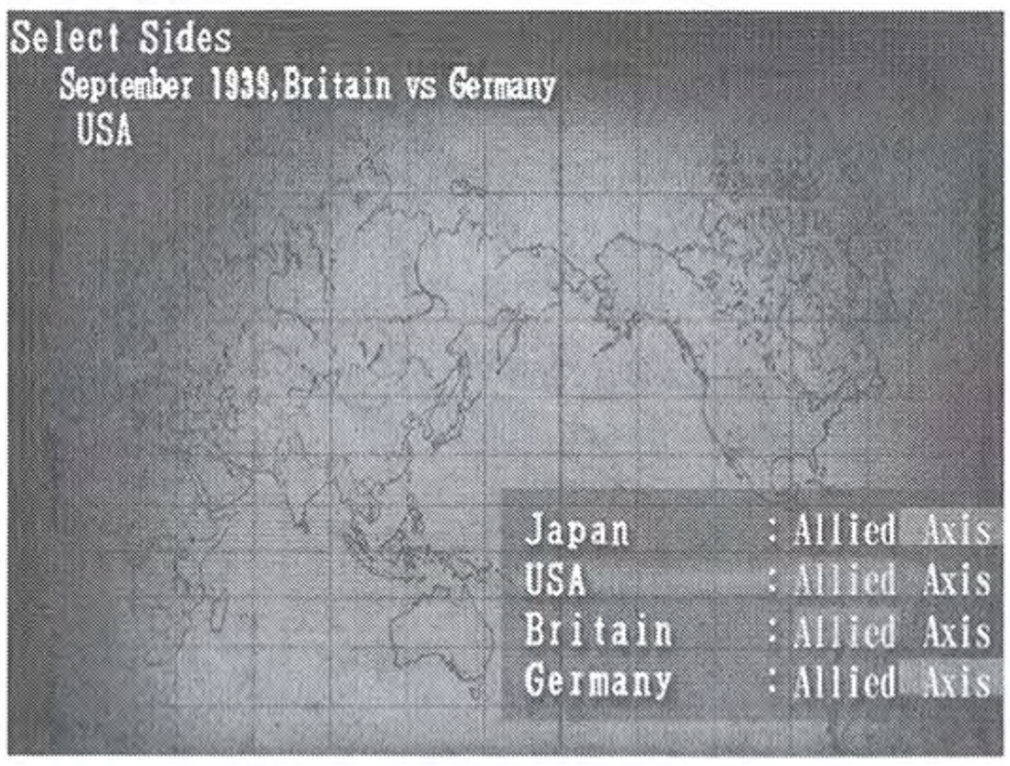
There are two scenarios in Campaign mode.

BRITAIN vs GERMANY September 1939	World War 2 begins in Europe; Britain and Germany bring it to the Atlantic. Japan and the U.S. do not participate when the game begins.	Alliances can be freely changed.
JAPAN vs USA December 1941	War breaks out between Japan and the U.S. and spreads to the rest of the world. War has not been declared between Japan and the U.S. when the game begins.	Alliances can be freely changed.

◆ Winning and Losing

If the player's Home Country or an allied Home Country controls all 14 of the Key Bases, the game is won. If the Home Country loses all Key Bases, the game is lost.

◆ How to Start a Game



1) Select "New Game" from the menu, and select "Campaign."
2) Select a scenario. Use the directional buttons to move up and down, and the ⊗ button to confirm.
3) Select a country to control. Use the directional buttons to move left and right, and the ⊗ button to confirm.
4) Select an alliance. In the initial settings, Japan and Germany are the Axis powers, while the USA and Britain are the Allies. If you wish to change this, select a country by moving up or down with the directional buttons, and change the alliance by moving left or right. Press the ⊗ button when you wish to confirm the change.
5) The game will begin.

■ SCENARIOS

Re-enact specific historical naval battles. Some details, such as fleet composition, cannot be changed. Achieve specific conditions to emerge victorious. When a scenario is won, the results may be moved to a Campaign Game for continued play.

Scenario

There are 15 scenarios in Scenario mode.

	Date	Name	Attacker	Defender
01	April 1940	Narvik	Britain	Germany
02	March 1941	Matapan	Germany	Britain
03	May 1941	Atlantic	Germany	Britain
04	December 1941	Malay	Britain	Japan
05	April 1942	Ceylon	Japan	Britain
06	June 1942	Midway	Japan	USA
07	August 1942	Savo	Japan	USA
08	August 1942	Eastern Solomons	Japan	USA
09	October 1942	Esperance	Japan	USA
10	October 1942	Santa Cruz	Japan	USA
11	December 1942	Barents	Britain	Germany
12	October 1943	Vella Lavella	Japan	USA
13	June 1944	Philippine Sea	Japan	USA
14	October 1944	Leyte	Japan	USA
15	April 1945	Okinawa	Japan	USA

◆ Winning and Losing

The conditions for winning are displayed at the beginning of the game. If the enemy satisfies its conditions for winning, or if all allied fleets are destroyed, the game is lost.

◆ Starting a Game

1) Select "New Game" from the menu, then select "Scenarios."
2) Select a scenario. Use the directional buttons to move up and down, and the ⊗ button to confirm.
3) Select a country to control. Use the directional buttons to move left and right, and the ⊗ button to confirm.
4) The game will begin. After selecting and deploying the attacking units, the battle mode will commence. (For information about selecting attacking units, see P30.)

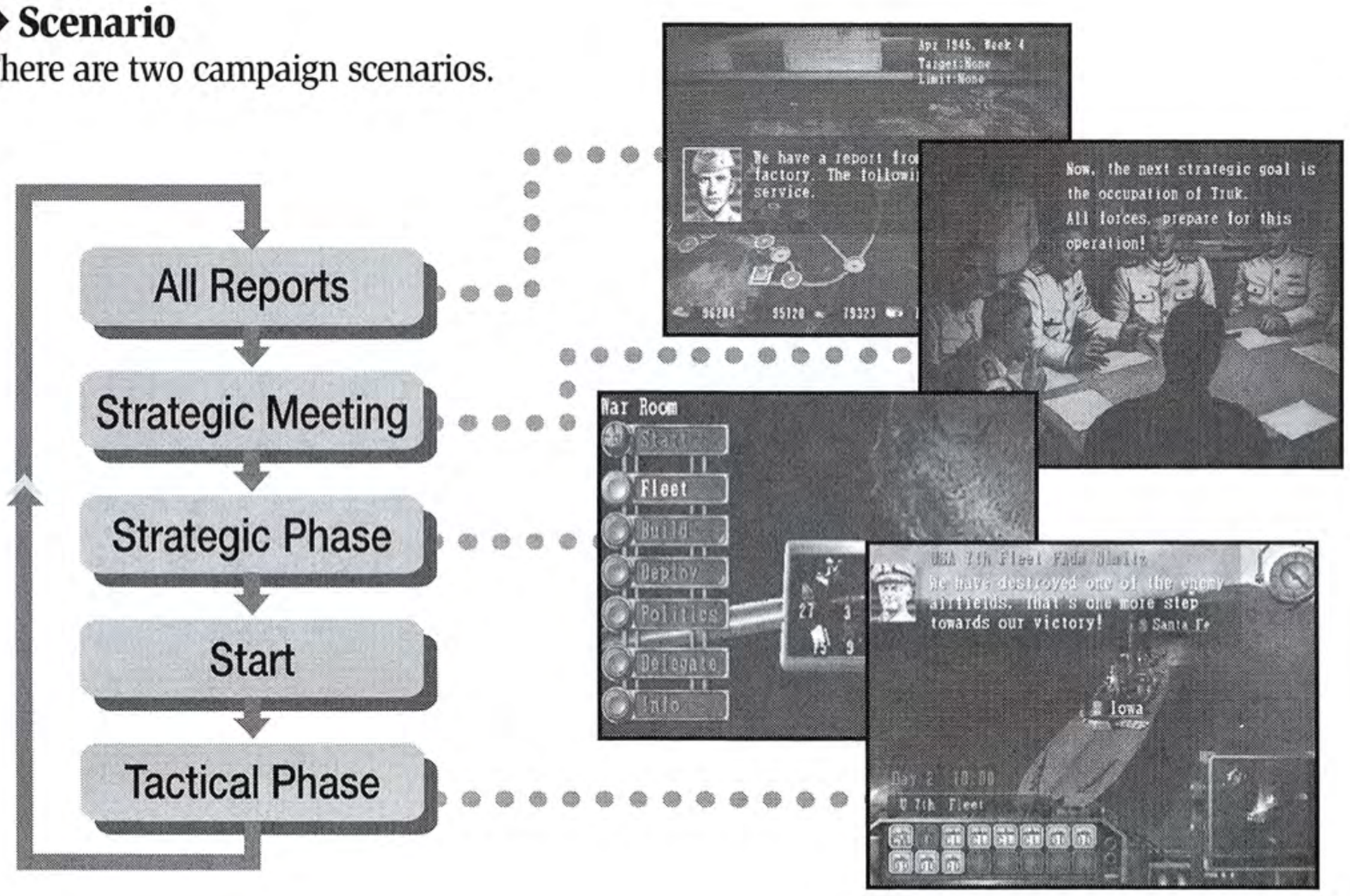
CAMPAIGN MODE GAMEPLAY

TIME SEQUENCE

In Pacific Theater of Operations IV, time proceeds in one-week increments (one turn), with four weeks equaling a month.

◆ Scenario

There are two campaign scenarios.



◆ All Reports

Reporting of various information, including spy activity, status of trade-disruption activities, resource aid, development of new aircraft weapons, ship models, and the completion of ships.

◆ Strategic Meeting

Held on the first week of every month to determine strategic goals. Changes can be made when it occurs during a strategic operation.

◆ Strategic Phase

Issuing of various commands, such as movement commands for fleets.

◆ Start

Moves to Tactical Phase.

◆ Tactical Phase

Begins a naval battle. Reports information about battles between other countries. If there is no battle currently underway, the turn ends, and the next turn begins.

STRATEGIC GOAL TO VICTORY

◆ Spy Infiltration
Spies can be sent on information gathering missions into regions identified as goals. The higher the Spy Level, the more information that is obtained.

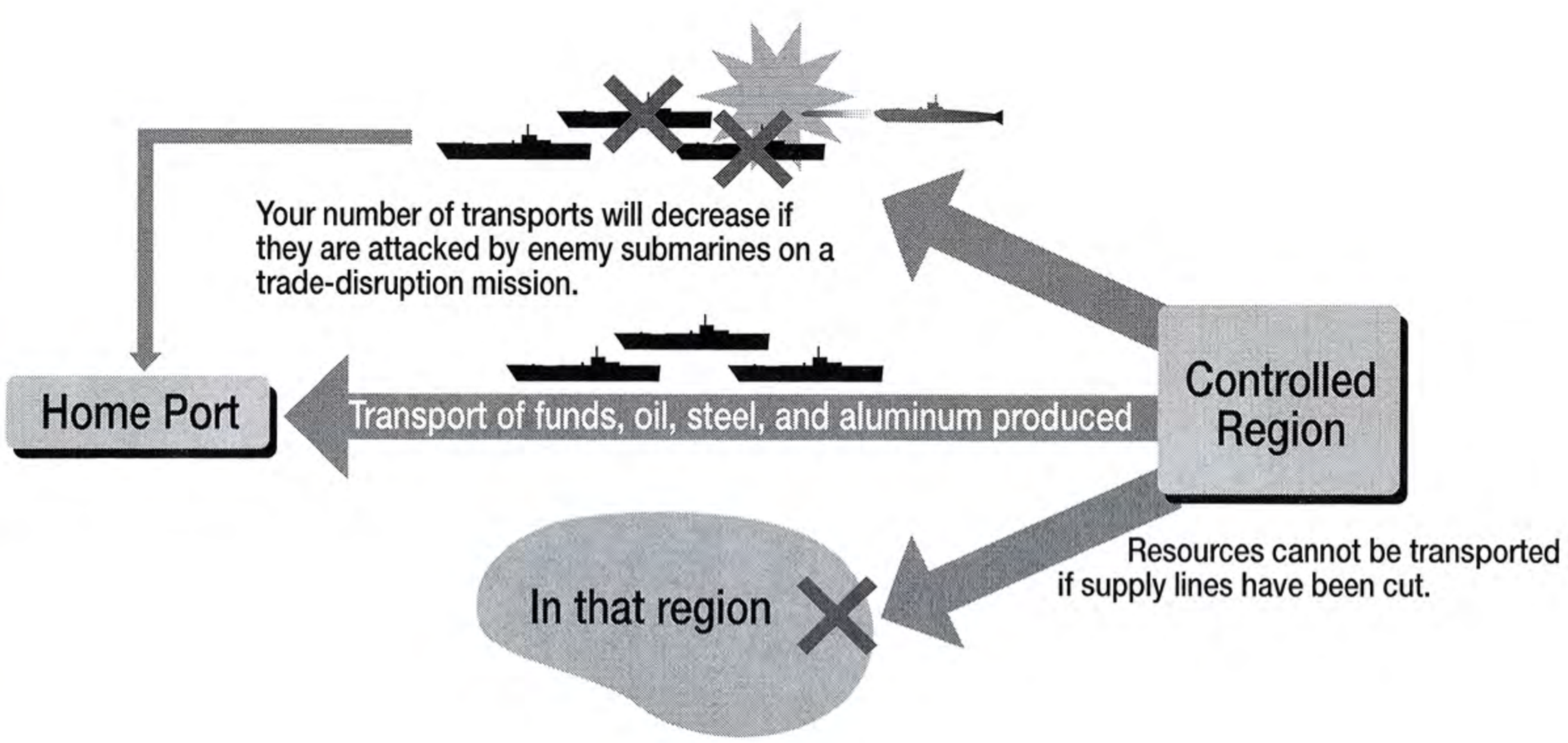
◆ Arrangement/Movement of Fleets
Allows arrangement of fleets invading a region. Battle occurs when a fleet moves into a region controlled by an enemy country.

◆ Victory
Deploy aircraft and transport ships to a region that has just been occupied to establish defense and resource transport networks. When a region identified as a strategic goal is occupied and defended until the first week of the following month, an additional temporary budget can be obtained in the strategic meeting.

◆ Loss
Fleets are adjusted to prepare for another attack. The strategic goal for the mission may also change in the next strategic meeting, due to losses.

◆ Repairing Damaged Fleets
If any fleets are in need of repair, repair them by moving them to a region with a dock (Key Base).

TRANSFER BETWEEN HOME PORTS AND CONTROLLED REGIONS


Your number of transports will decrease if they are attacked by enemy submarines on a trade-disruption mission.
Home Port
Transport of funds, oil, steel, and aluminum produced
Controlled Region
In that region
Resources cannot be transported if supply lines have been cut.

◆ Resources are Income for the Home Port

When a region is occupied and transport ships are deployed, the funds, oil, steel, and aluminum produced in that region can be transported to the Home Port via the transport ships, adding to the Home Country's resources.

◆ Supply Lines are Transport Routes

If an enemy region appears in the middle of a supply line connecting a region with the Home Port, transport ships cannot pass, cutting off transportation of resources.

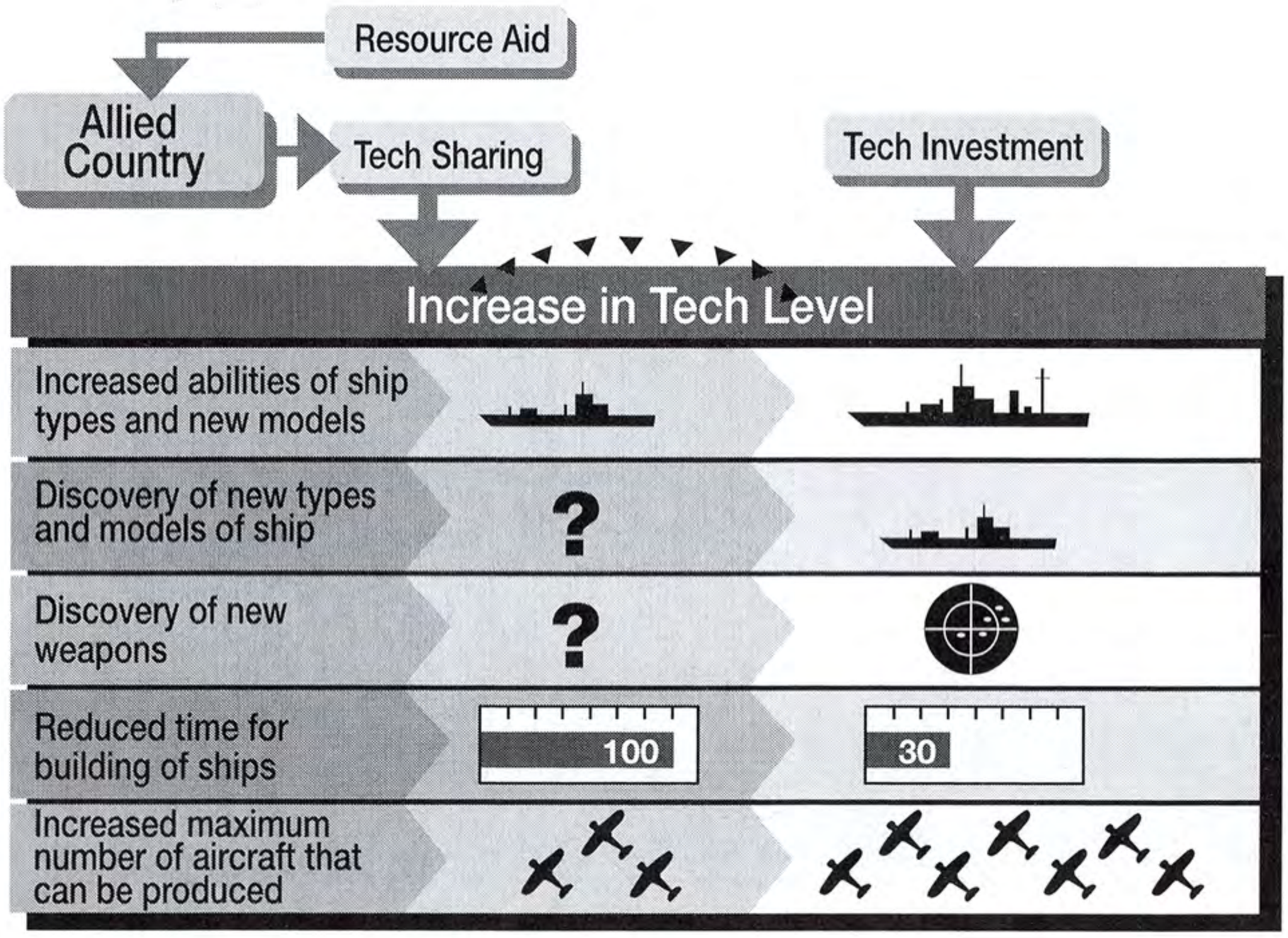
◆ Attacking Transport Ships to Disrupt Trade

If enemy submarines enter a controlled region to undertake trade-disruption activities, transport ships may be destroyed. If the number of transport ships drops below the optimum number, the amount of resources transported to the home base will be reduced.

◆ Sending Aircraft and Transport Ships from the Home Port

Aircraft can be deployed and transport ships may be sent from the Home Port to the controlled region. When aircraft are deployed, supply lines can be used even if they are cut off.

TECH LEVEL AND DEVELOPMENT OF NEW WEAPONS


Resource Aid
Allied Country
Tech Sharing
Tech Investment
Increase in Tech Level
Increased abilities of ship types and new models
Discovery of new types and models of ship
Discovery of new weapons
Reduced time for building of ships
100
30
Increased maximum number of aircraft that can be produced

◆ What is the Tech Level?

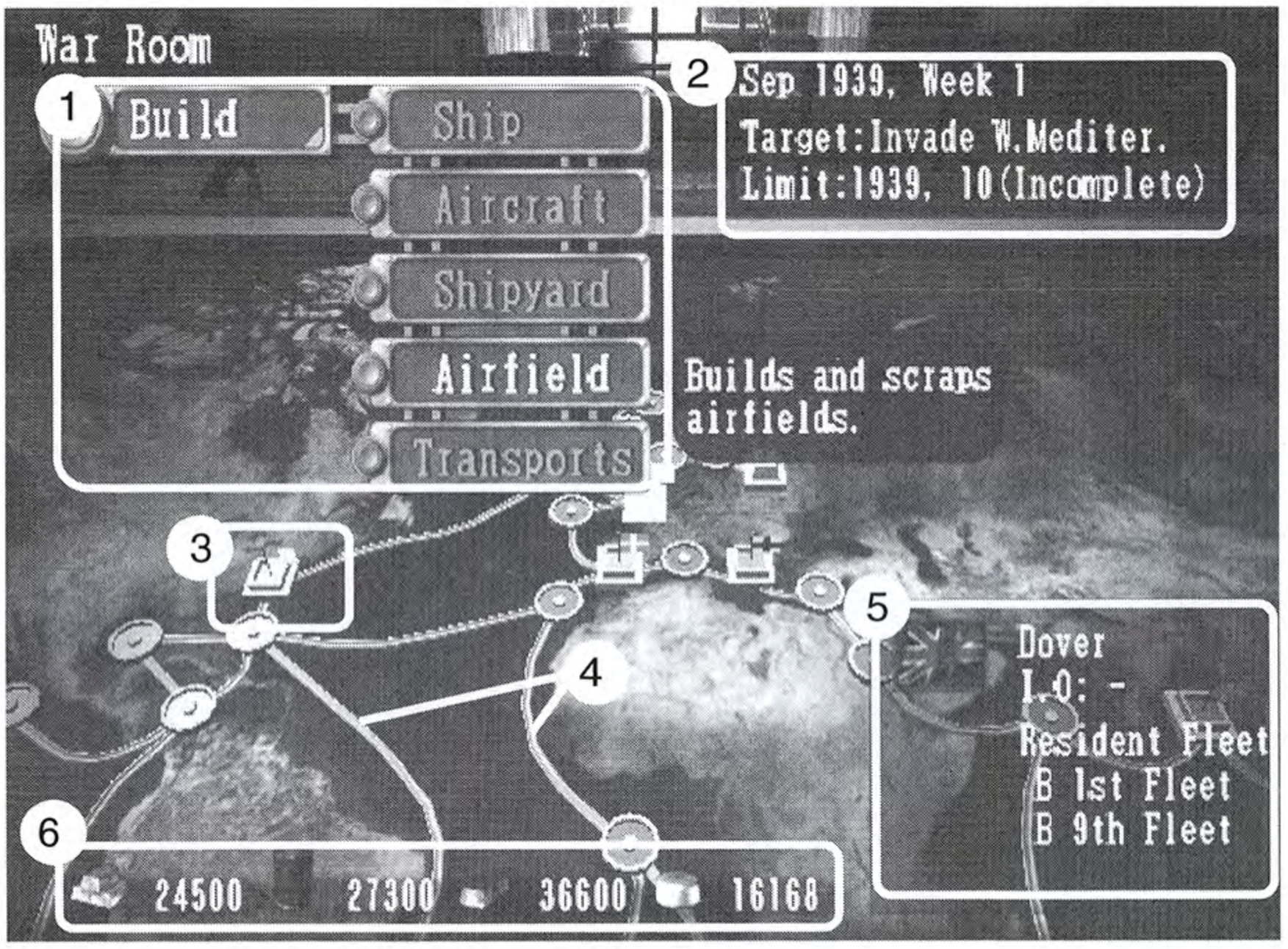
Tech Levels show a country's technological capability. There are seven types of Tech Level: "Arms," "Steel," "Electronics," "Engine," "Aero," "Telecom," and "Industry." As each of these levels increases, various benefits and modifiers come into play (as shown in the above chart). If your Tech Level increases over that of the enemy, you can deploy new weapons first and gain an advantage in battle. (For more information on Tech Level, please see P40.)

◆ Tech Investments and Aid

In order to increase your Tech Level, you can "Invest in Tech," or "Provide Resource Aid" to an allied country in exchange for tech sharing. Each tech can only be increased slightly in a single turn. Use them effectively to obtain a steady increase.

STRATEGY SCREEN

This screen appears when the campaign mode begins.



1. Strategic Command (P16)

Displayed by pressing the ⊗ button. Selects and activates regions and commands. You can only select currently available commands.

2. Goal

Shows current year and month, scenario goal, time remaining, and current status (Complete/Incomplete).

3. Region Markings

General region = ○ Key Base = □
Color = Country controlling the region
Red: Japan, Blue: USA, Green: Britain, Purple: Germany

4. Lines Between Regions

Shows connections between regions. Regions linked by a line are adjacent. Battles begin when fleets cross over the line into an enemy region.

5. Selected Region Information (Zoom = ◉ button)

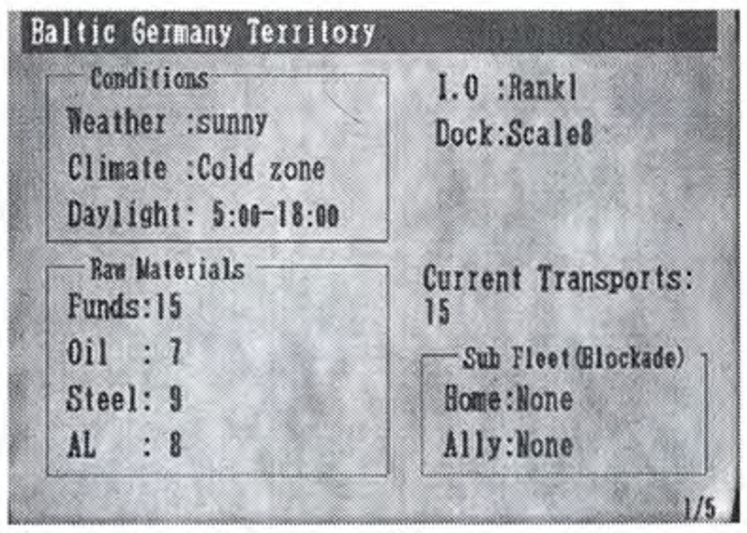
Includes name of the region, presence or absence of spies, and name of stationed fleet.

6. Resources Stored in Home Country

Shows the amount of funds, oil, steel, and aluminum stored at the Home Port.

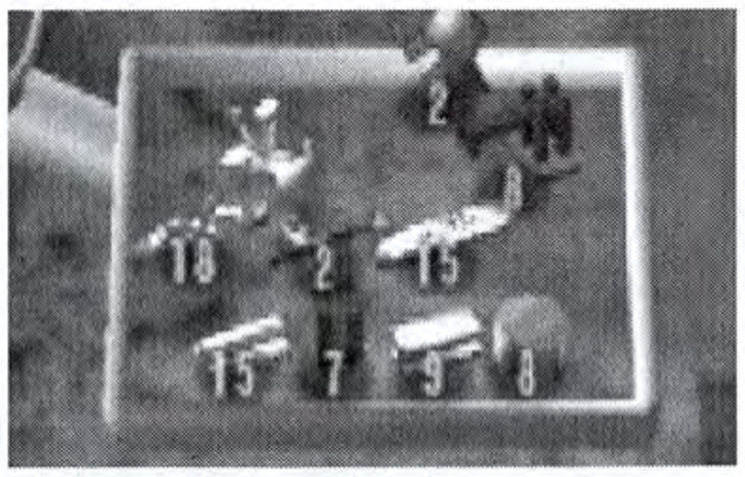
Selected Region Information

Press the ■ button after selecting a region to display data for that region. (This is the same concept described in "Info - Region" on P42.)



Press the directional buttons left and right to change pages.

Press the ◉ button to enlarge the region display, and show data as icons. The upper middle rows show the status of the base. The lower row shows resource information.



Key Base

Indicates whether it is a Key Base or not.

Spy

Spies are present.

(The number represents the Spy Level)

Dock

A dock is present.

(The number represents the size of the dock)
*A stationed fleet can recover from damage at a dock.

Stationed Fleets

Shows the number of ships currently stationed.

(The number represents the number of ships)

Airfields

Shows the number of airfields containing deployed aircraft.

(The number represents the number of airfields)

Transports

Transports have been deployed.

(The number represents the number of transports)
If the number is lower than optimal, it will appear in red.

Funds

Funds are being produced.

(The number represents the amount of production)
*Required for various things.

Oil

Oil is being produced.

(The number represents the amount of production)
*Required for movement of fleets.

Steel

Steel is being produced.

(The number represents the amount of production)
*Required for the construction of fleets.

Aluminum

Aluminum is being produced.

(The number represents the amount of production)
*Required for the production of aircraft.

*Transport of resources requires transport ships. The optimum number is equal to the largest resource produced in a region (i.e. If a region has 8 funding, 3 oil, 2 steel, and 3 aluminum, the optimum number will be 8.).

STRATEGIC COMMANDS

Commands are issued by region during the Strategic Phase. Regions are selected with the directional buttons and confirmed with the ⊗ button.

	Start		Ends the Strategic Phase and moves to the Tactical Phase.	P18
Fleet	Move Fleet		Moves a fleet to another region.	P18
	Assign		Assigns the ships within a fleet.	
	Appoint		Appoints a Commander to a ship.	P19
Build	Ship	Construct	Builds a pre-existing model of ship.	P20
		Design	Designs a new model of ship.	
		Scrap	Scraps a model of ship.	P21
	Aircraft	Build	Builds a pre-existing model of aircraft.	P22
		Design	Designs a new model of aircraft.	
		Scrap	Scraps an aircraft and its model.	
	Shipyard	Remodel	Rebuilds a ship into a different model.	P23
		Scrap	Scraps a ship.	
	Airfield	Build	Builds an airfield.	P24
		Scrap	Scraps an airfield.	
	Transport		Builds a transport.	
Deploy	Aircraft	Carrier	Deploys aircraft to an aircraft carrier or a battle carrier.	P25
		Airfield	Deploys aircraft to an airfield.	
	Transports		Deploys a transport.	

Politics	I.O.	Dispatches intelligence officers (spies) to enemy countries.	P26
	Aid	Provides resource aid to allies.	
	Blockade	Destroys enemy transports.	P27
	Invest	Invests in technology to increase your country's Tech level.	
	Research		
Delegate	Build	Delegates Build command.	P28
	Deploy	Delegates Deploy command.	
	Politics	Delegates Politics command.	
Info	Country	About each country.	P40
	Fleet	About the fleets of your country and your allies.	P41
	Region	About the region.	P42
	New Weapon	About all new weapons that appear in the game.	P43
	Commander	About all Commanders involved in the game.	P44
	Sunk Ships	About ships sunk during a battle.	P44
	Ship	About your country's and allies' ships.	P45
	Class	About all ship models currently available.	P46
	Aircraft	About all aircraft models currently available.	P47
	Gallery	References for famous ships and aircraft.	P47
Options	Load	Loads data.	P28
	Save	Saves data.	
	Settings	Changes the game settings.	
	Title	Returns to the title screen.	

Data Description

STRATEGIC PHASE

START

Commands are issued by region during the Strategic Phase. Regions are selected with the directional buttons, and confirmed with the ⊗ button.

FLEETS

Moves or arranges fleets.

Move Fleet

Moving your fleets to other regions

Moves your fleets to other regions. Movement consumes oil.
1. Select "Fleet - Move Fleet."
2. Select the fleet and then the destination.

- *Moving into an enemy's region means commencing an attack. A battle will begin when the Strategic Phase ends.*
- *Damaged ships can be repaired by moving the fleet to a region with a dock. The speed of repairs varies according to the size of the dock and the Industrial Level of the Home Country.*
- *Select the original position to cancel a Move.*
- *The fleet cannot Move if there is not enough oil. The amount of oil required can be checked in "Info - Fleet."*

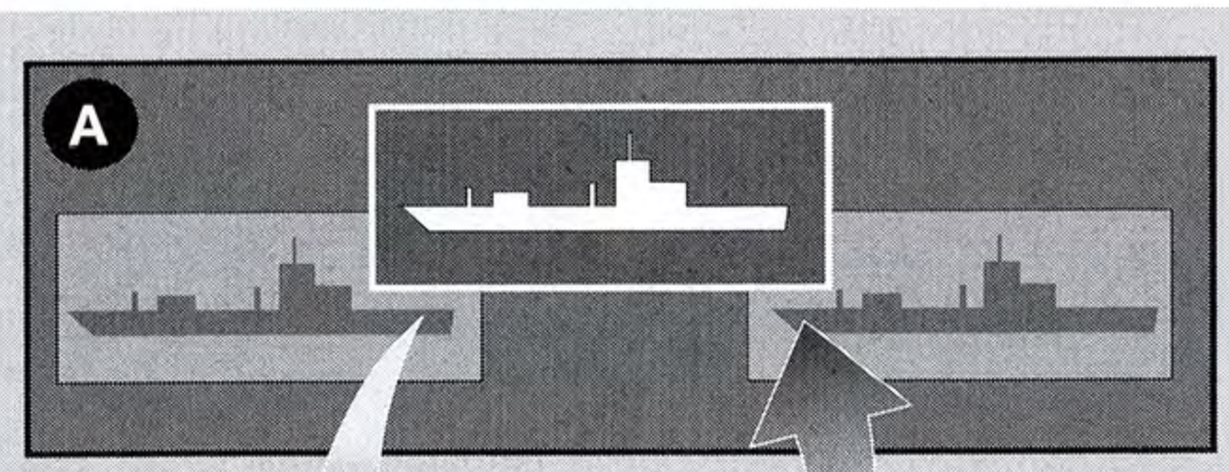
Assign

Assign ships between two fleets

Up to 16 ships may be arranged in a fleet. However, only a maximum of 4 aircraft carriers can be placed in a fleet. You may have up to 16 fleets at one time.
1. Select "Fleet - Assign."
2. Select the fleets you wish to arrange, one at a time.
3. Two small windows will appear. The fleet selected first will be shown on the top window. The second fleet will be shown in the lower window. Select the ships you wish to move. After selecting all of the ships you wish to move, press the ◎ button to confirm the selection.

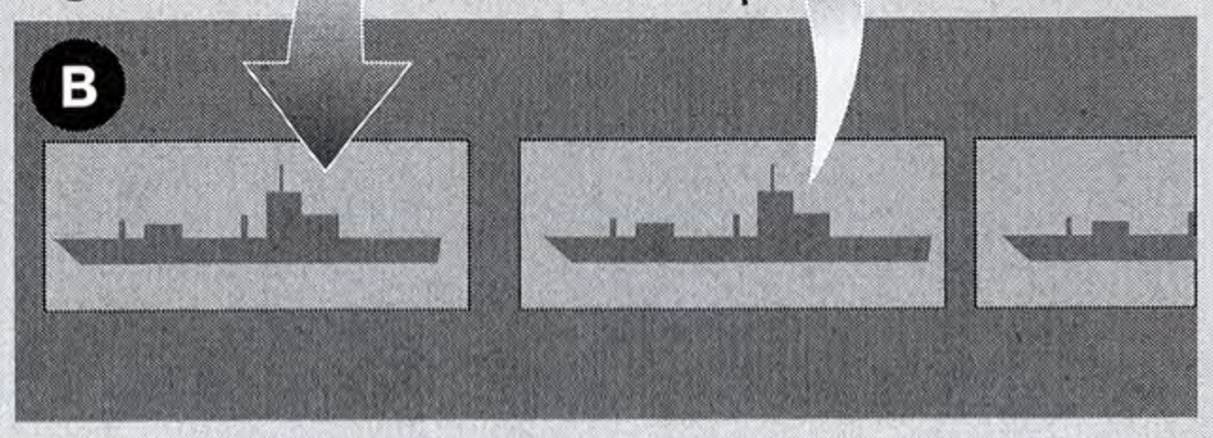
- *"New Fleet" allows a new fleet to be arranged.*
- *If all ships in a fleet are moved to other fleets, the original fleet will be dissolved.*
- *If "Undeployed Ships" are selected to arrange a fleet, they will be become a part of the fleet. Undeployed ships can only be arranged in a Home Port.*

Arranging fleets



Switch fleets by moving the directional buttons up or down.

⊗ **button:** Move selected ship into fleet.



Move the directional buttons left or right to switch ships.

Press the L1 or R1 button to jump 10 ships and switch.

▣ **button:** Display information for selected ship.
◎ **button:** Confirm all fleets
△ **button:** Cancel

Appoint

Having a Commander on Board Helps in Battles and Trade Disruption

A Commander may be assigned to ride on a ship. You can also re-assign Commanders currently on board other ships.

1. Select "Fleet - Appoint."
2. Select a fleet and then a ship.
3. Select a Commander from the list.

- *Select a ship to have a Commander stand down (or stand by).*
- *The size of ship a Commander may board is limited by their rank. (For details, please see P5).*
- *You may assign a Commander to an undeployed ship at the Home Port.*
- *If you wish to use a Commander on a submarine for trade-disruption activities, assign the Commander to an undeployed submarine, and use it for trade disruption.*

BUILD

Can be Delegated

Build ships, aircraft, and transports.

Ship

Building ships and designing and developing ship models.

Shipyard

Builds a ship based on a ship model.

1. Select "Build - Ship - Shipyard."
2. Select a type of ship.
3. Select a ship model. You may check model information by pressing the ▣ button.
4. Input the number of ships you wish to construct.
5. Confirm construction.
6. Input a ship name. To input a custom name, press the ⊗ button. To give it an default name, press the △ button.
7. Confirm the name and time period for building the ship.

➽ *The amount of time required to build a ship varies according to the chosen ship model and Industrial Level.*

➽ *The maximum number of ships that can be built by one country is 256.*

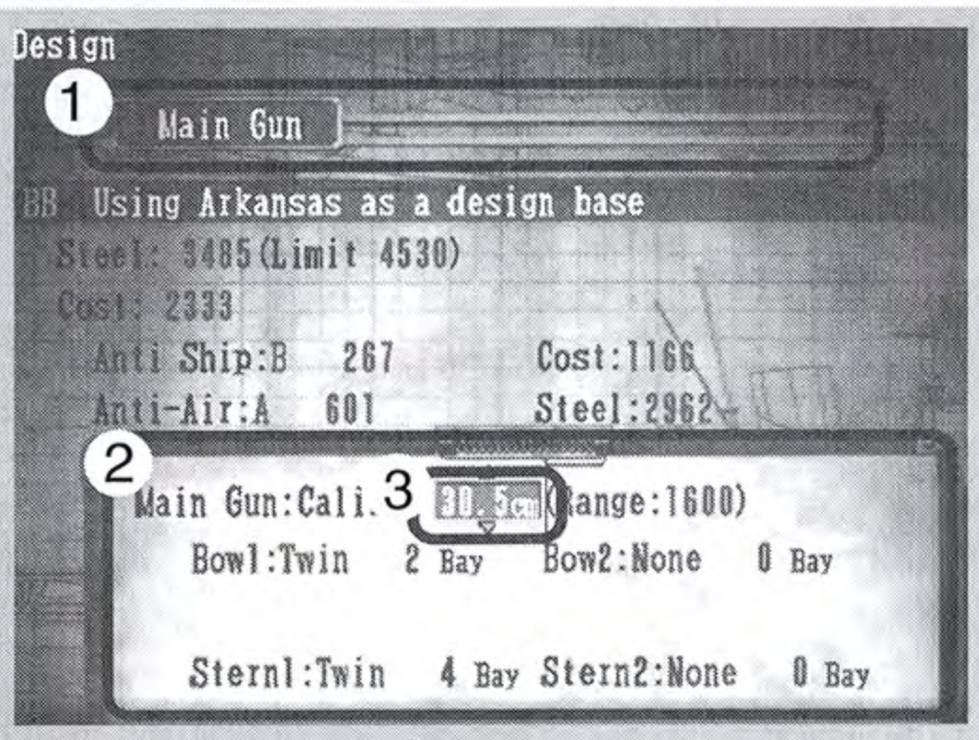
Design

Develops a new ship model. Allows you to rebuild a current model and to design a new model based on those of other countries, including your enemies.

1. Select "Build - Ship - Design."
2. Select a model of ship from currently existing models, or select "New Design." If "New Design" is selected, you must first choose a base model of ship. The maximum amount of steel that can be used in a new design is the same as that used in the base model.
3. Decide the details. Details vary according to type of ship. Make sure not to exceed the limit of steel that can be used when you design the ship. (This is shown in brackets to the right of the current total.)
4. Confirm the settings and give the ship a name. Development begins when the name is decided.

➽ *There is a limit to the number of new ship models that can be built. If you reach the limit, scrap unnecessary models in order to build new ones.*

Designing a Ship



1. Item
   Switch by moving the directional buttons left and right.
2. Content
   Switch with the directional buttons and confirm with the ⊗ button.
3. Details of Content
   Switch with the directional buttons and confirm with the ⊗ button.

⊗ button: Confirm content and return to item selection
△ button: For design content

Scrap

Scraps an unnecessary ship model.

1. Select "Build - Ship - Scrap."
2. Select the type of ship.
3. Select the ship model to be scrapped.

- *A model cannot be scrapped if there are ships of that model currently deployed. Models that cannot be scrapped are not displayed.*
- *There is a limit to the number of new ship models that can be built. If you reach the limit, scrap unnecessary models in order to build new ones.*

Tips for Designing Ships

Important tips for designing ships

The most important factor in designing a ship is the maximum amount of steel that can be used to build the ship. The higher the limit, the more armaments and armor. At the beginning of the game, however, there will not be much of a difference between the amount of steel for the ship and the maximum. Because of this, you must decrease the amount used on other parts if you want to strengthen one part. The maximum amount of steel increases when a new engine model suitable for that ship type is developed. It is best to begin designing a ship when a new model of engine is completed.

Radar for Aircraft

Just as with ships, it is best to begin designing an aircraft when the development of a new model of engine is completed. However, certain engines can only be used for certain types of aircraft; for example, inverted-V engines can only be used in aircraft that can accommodate an inverted-V engine. Because of this, you need to be careful when you select the type of aircraft to modify.

Another indispensable factor when designing aircraft is the ability to use radar. After developing radar, make sure to build it into your aircraft. It will increase the accuracy of attacks and the probability of locating enemies.

Aircraft

Building, designing, and developing models of Aircraft

Build

Builds an aircraft. The maximum number of aircraft that can be built in a turn varies according to your Industrial Level.

1. Select "Build - Aircraft - Build."
2. Select a type of aircraft.
3. Select Aircraft and input the number of aircraft to be built.

➽ *Up to 999 undeployed aircraft may be built of each type.*

Design

Designs a new model of aircraft. New Design allows you to select another country's aircraft model to use as the basis for a new design of your own.

1. Select "Build - Aircraft - Design."
2. Select a model of aircraft from among current models in your Home Country, or select "New Design." If you select "New Design," you will be asked to select a base model. The minimum speed of the aircraft to be built is the same as the aircraft model it is based upon.
3. Decide the details. The specific details are "Air Combat Capability," "Bombing Capability," "Torpedo Capability," "Scouting Capability," and "Various."
4. Confirm the setting and decide upon a name. Development begins when the name is decided.

➽ *You cannot design an aircraft with a speed lower than the minimum speed. The maximum speed is automatically set based on the equipment. The minimum speed is based on the type of aircraft (radial engine aircraft, inverted-V engine aircraft, canard aircraft, flying wing aircraft, twin jet aircraft, and jet aircraft).*

Scrap

Scraps unnecessary aircraft. The aluminum will be recycled.

1. Select "Build - Aircraft - Scrap."
2. Select a type.
3. Select an aircraft.
4. If there are remaining airframes, select the specifics to be scrapped.

Scrap Aircraft on Ships: Scraps all aircraft on ships such as aircraft carriers.
Scrap Aircraft Deployed in Airfields: Scraps all aircraft deployed on all airfields.
Scrap undeployed aircraft: Scraps all undeployed aircraft.

5. After confirming, the aircraft and their models will be scrapped.

➽ *An aircraft can be scrapped even if they are deployed or undeployed.*

Shipyard

Building, designing, and developing models of Aircraft

Remodel

Remodels an undeployed ship into a different or new model. When an undeployed ship is made into a new model, it will be registered as a new ship. (This is the same as the registration in "Build - Ship - Design.")

1. Select "Build - Shipyard - Remodel." The rest of the procedure is the same as "Build - Ship - Design."

Scrap

Scraps undeployed ships. The steel will be recycled.

1. Select "Build - Shipyard - Scrap."
2. Select a type.
3. Select a ship to scrap. After confirmation, the ship will be scrapped and its steel will be recovered.

◆ Should you remodel or scrap? ◆

When you build new ships to form the bulk of your force, you may find that you have older models of ships that you do not need in battle.
There are two ways to deal with these unnecessary ships: remodeling or scrapping.
The advantage to remodeling a ship is that its experience remains as-is. However, it sometimes requires more time to remodel than to build an entirely new ship. Furthermore, while you can change details, you cannot change the base ship type. For example, you cannot remodel a cruiser into a battleship.
The advantage of scrapping is that the amount of available steel increases through recycling. You can apply more steel for building a new model of a ship.
Which is better? It depends on the situation you are in. Think carefully and make the appropriate decision.

Airfield

3000 in Funds are required to build an airfield

Construction

Builds an airfield. It takes several weeks to complete an airfield. The time period required for building an airfield varies according to the industrial level of the Home Country.

1. Select "Build - Airfield - Build."
2. Select a place for construction.

➽ *The number of airfields that may be built varies by region. The maximum number is three.*

Scrap

Removes an airfield. The process is completed within a week.

1. Select "Build - Airfield - Scrap."
2. Select an airfield to remove.

➽ *You may want to remove an airfield only after you have reached the maximum number of airfields but wish to build another one in a different place.*
(This is a different process from scrapping airfields with Tactical Commands.)

Transports

Requires 500 in Funds and 1000 steel to build each transport

Builds a transport. The transport will be completed by the next week.

1. Select "Build - Transports."
2. Input the number to be built.

◆ TYPES OF AIRCRAFT AND THEIR MISSIONS ◆

You should deploy aircraft after considering the mission for that given type of aircraft. For example, "Fighters" are fighter planes, while "Torpedo Bombers" are attack planes.
However, if "Fighters" are equipped with anti-aircraft weapons such as machine guns, they can also be deployed for uses other than as fighter planes. Likewise, if you build a fighter that can also carry bombs, it can be deployed as a "Bomber." In this way, you can build an effective mission force even if you lack aircraft most suitable for a mission, by using other types of aircraft to compensate.
This means that as long as you have one type of attack plane, it can be deployed for use on any mission. However, "Fighters" should have stronger anti-aircraft weapons, while "Bombers" and carrier bombers deployed on aircraft carriers should have "Dive-bombing" capabilities. As you might expect, it's best to use aircraft outside of their main roles as a temporary measure only.

DEPLOY

Can be Delegated

Deploys aircraft and transports

Aircraft

Deploying aircraft to carriers and airfields

Deploys aircraft to airfields or carriers stationed in the target region. The aircraft arrive the week after the deployment is ordered.

Carrier

Deploys aircraft to a carrier.

1. Select "Deploy - Aircraft - Carrier."
2. Select a fleet.
3. Select the type of aircraft to be deployed.
4. The aircraft that can be deployed will be displayed. Select the type and input the number to be deployed.

- Scout aircraft are automatically deployed to fleets that can accommodate them. This cannot be controlled by the player.

Airfield

Deploys aircraft to an airfield.

1. Select "Deploy - Aircraft - Airfield."
2. Select an airfield.

Otherwise, the operation is identical to the sequence used for deploying aircraft to carriers.

Transports

Deploying the same number of transports as the maximum number of resources

Deploys transports to regions. The optimum number of transports is different for each region. If the number of transports is lower than the optimum, some resources will not be transported to the Home Port.

1. Select "Deploy - Transports."
2. Input the number to be deployed.

POLITICS

Can be Delegated | Other activities

I.O.

A spy for a region costs 300 in Funds

Dispatches an intelligence officer (spy) to an enemy region. Spies are ranked by level. The higher the level of the spy, the more information they can obtain. If a spy is discovered, the spy disappears from that region. Spies cannot be sent to regions of your Home Country or those of your allies.

1. Select "Politics - I.O."

➧ *The Spy Level increases more quickly when the Telecom Level is high. It can increase every turn.*

Aid

Assists an allied country

Assists an allied country. Both countries benefit from this activity.

1. Select "Politics - Aid."
2. Select the country to receive aid and the resources you will provide.

ATTACK AT SPY LEVEL 3

When a spy is first dispatched to an enemy country, only information about weather and the number of transport ships can be obtained. As the Spy Level increases, however, the types of information obtained increase as well. When the Spy Level reaches 3, the location of enemy bases is revealed, eliminating the need to search for enemy bases when attacking that region. That is the ideal time to launch an invasion. Furthermore, you should dispatch a spy to the Home Port of the enemy country. When the spy in an enemy Home Port reaches Level 3, the strategic goals of the country are revealed. Knowing which regions an enemy plans to attack is invaluable for planning an effective defense.

Spy Levels and Information Obtained	
Level 1	Weather, Number of Transports
Level 2	Level 1 information plus number of fleets, information about airfields, and number of aircraft.
Level 3	Level 2 information plus fleet information, types of aircraft, and strategic goals (only in Home Port).

Blockade

Disrupt the trade of an enemy country

Dispatches submarines to an enemy region with the aim of destroying transport ships. If successful, the transport ships in that region will be sunk. If the dispatched submarines are found by the enemy, they may be sunk.
Submarines cannot be dispatched to the Home Country or allied countries.

1. Select "Politics - Blockade."
2. Select a submarine to dispatch.

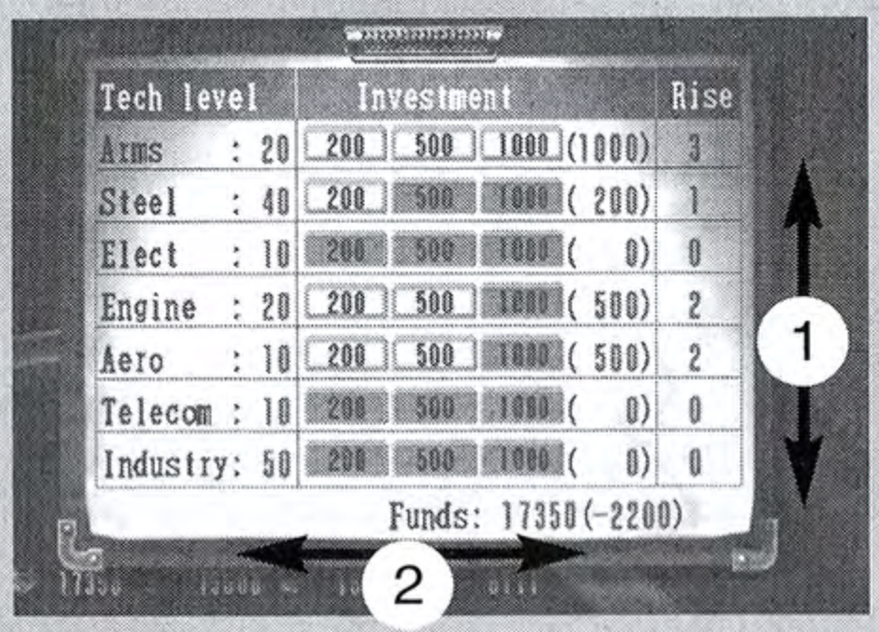
Invest

Increase your Tech level

Invest: Increase Your Tech Level
Invests in technology, raising your Tech Level.

1. Select "Politics - Invest."
2. Select the type of technology to invest in, and the amount of money to invest.

How Invest Works



1. Technology to invest in
   Select by moving up or down with the directional buttons
2. Amount to invest
   Select by moving the directional buttons left and right, selecting from three levels of investment.

After Investing Per Turn

200	Tech increases by 1
500	Tech increases by 2
1000	Tech increases by 3

Research

Strengthen your weapons

Develops new ships, aircraft, and weapons for the Home Country. This can only be used when there are weapons that can be developed.
1. Select "Politics - Research."
2. Select the field. If there are no weapons that can be developed, nothing can be selected.
3. Select the weapon to develop.

As a new developable weapon appears, it is reported in the beginning of the Strategic Phase.

DELEGATE

"Build," "Deploy," and "Politics" can all be delegated to the computer. If you choose to activate these commands manually thereafter, the delegation order is released. The "Fleet" command cannot be delegated.

INFO

Inspection of information. Select a subject from among all available information. You can view content in each column by country or by type of unit.

Country	The politics of each country. The precision of information about enemy countries varies according to the Spy Level.
Fleet	Information about the Home Country and allied countries' fleets.
Region	Information about the selected region. Information about enemy regions varies according to the Spy Level.
New Weapons	Information about new weapons. Enables investigation of which Tech Level will allow development of a particular weapon.

Commander	Information about all Commanders. Information about enemy Commanders is also displayed.
Sunk Ships	Information about enemy and Home Country ships sunk in battle.
Ship	Information about ships in action, under construction, and undeployed, for both the Home Country and allied countries.
Class	information about ship models for each country.
Aircraft	Information about aircraft models for each country.
Gallery	Explanation of each weapon.

OPTIONS

Loads and saves the game, among other functions.

Load	Loads data saved on a memory card.
Save	Saves to a memory card. Saves up to 8 slots.

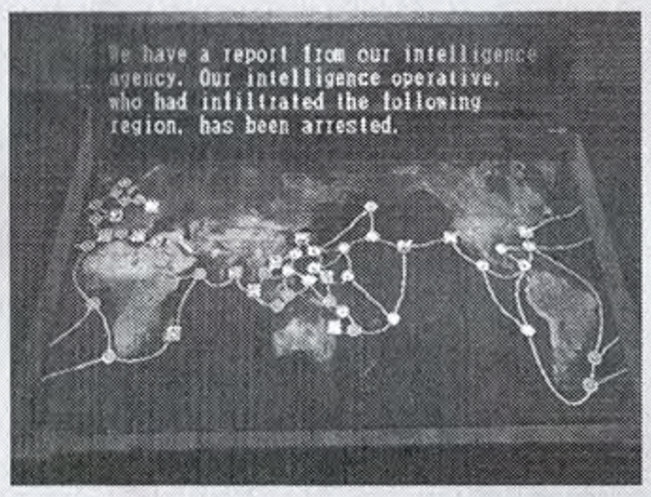
Settings	Sets options such as sound and vibration.
Title	Ends the game and returns to the title screen.

◆ WHAT TO DO IN THE STRATEGIC PHASE ◆

There are many types of Strategic Commands, but you cannot execute all of these commands at once. Aside from arranging and moving fleets, there are several commands that should be issued without fail at every turn.

Don't Neglect Intelligence Gathering

Obtaining information about enemy regions is the key to victory. Send spies into regions where previous spies have been captured, and into regions where you need to obtain information. The types of information obtained increase in regions in which the Spy Level has increased. Definitely keep this in mind.


We have a report from our intelligence agency. Our intelligence operative, who had infiltrated the following region, has been arrested.

Don't forget to dispatch spies to the enemy's Home Port.

Transport Ships are Your Country's Lifeline

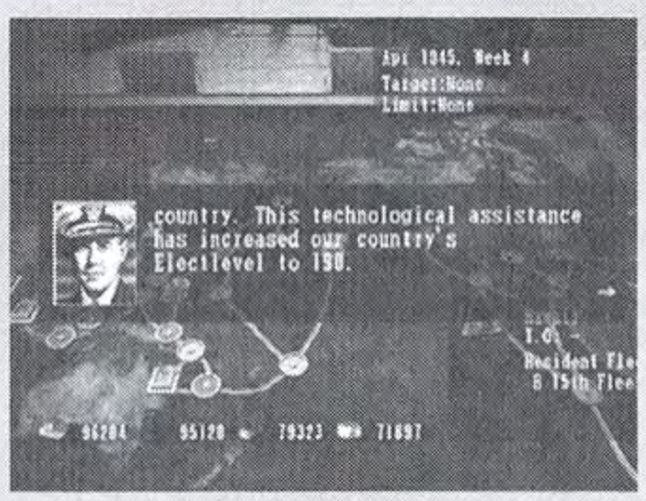
If your transports are sunk by submarines and their number is reduced to less than the optimal number for that region, the amount of materials acquired will decrease. If you hear that a friendly transport has been sunk, deploy additional transports to cover the slack. Furthermore, occupying an enemy region requires several transport ships. Build a small number of transports on every turn, so you won't be caught short.

Steady Tech Investment

You should maintain a steady increase in your Tech Level. Even the smallest investment is better than none, so make sure to invest every turn. When you have extra funds, it isn't a bad idea to focus more on investment and increase the amount spent.

Increasing Tech via Aid

Resource aid is assistance given to originally allied countries. However, the technological sharing that you obtain from the allied country in return is useful in increasing your own Tech Level. It is especially effective when there are aspects of the allied country's Tech Level that are higher than those of your own country. It doesn't matter what kind of resource aid is given, so make sure to select it when you have extra.


Apr 1945, Week 4
Target:None
Limit:None
country. This technological assistance has increased our country's Electlevel to 130.

Your Tech Level will increase faster with Tech Sharing

Develop Weapons as You Acquire Funds

Start developing new ships, aircraft, or weapons as soon as you are able. In cases where you don't have enough money, consider your priorities and put off to development of anything not immediately required to until the next turn.

TACTICAL PHASE

OVERVIEW

During Scenario mode, selecting a scenario begins the battle. During Campaign mode, battles begin when you move your fleet into an enemy region, or when an enemy fleet moves into a region you control.

Conditions for Victory

● Campaign

Aggressor	Defender
You must totally destroy or rout enemy airfields and ships before 24:00 on the third day after battle begins.	Total destruction or withdrawal of enemy ships.

● Scenario

Besides these requirements, each scenario in Campaign mode has its own victory conditions. These conditions can be confirmed in the sub-Commander's briefing at the beginning of the selected scenario.

Battle Sequence

Select fleets for attacks

Select the fleets to use for your attack from a list of candidate fleets. Up to three fleets can be selected.

1. Move the directional buttons left or right to select a fleet. Fleet information can be viewed by pressing the ▣ button.
2. Press the ⊗ button to activate the fleet. The selected fleet will move to the attacking fleets at the bottom of the screen. Press the START button to compare your forces against those of the enemy. (If your Spy Level is low, you will not be able to see detailed information on enemy forces.)
3. Once you have selected all attacking fleets, press the ◉ button.

Deploy fleets

Deploys fleets in a region.

1. A list of initial positions will be displayed. Use the directional buttons to select a position and confirm it by pressing the ⊗ button.
2. Deploy all attacking fleets.
3. Press the ⊗ button to proceed.

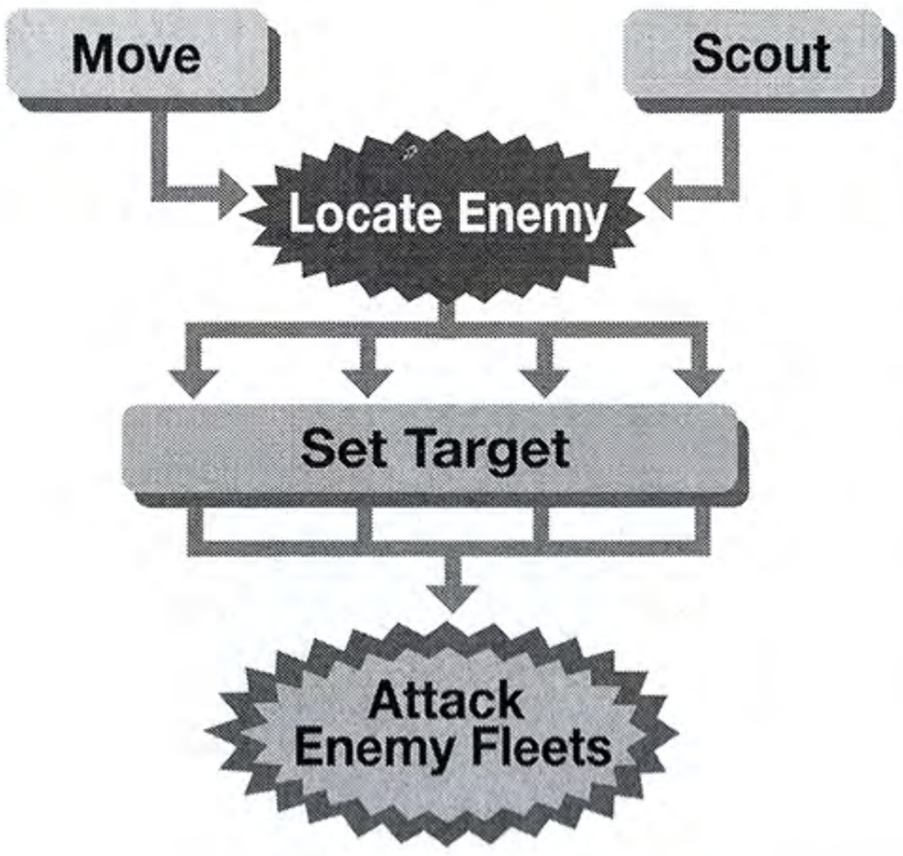
Selecting the time to begin a battle

The attacker can select when to begin a battle. Battles are initially set to begin during the daytime.
Daytime battle: The battle begins at dawn.

1. Select the time to begin by pressing left or right with the directional buttons. Confirm by pressing the ⊗ button.

Daytime battle	Night battle
The battle begins at dawn.	The battle begins at dusk. The duration of the battle will be a half-day shorter than that of a daytime battle.

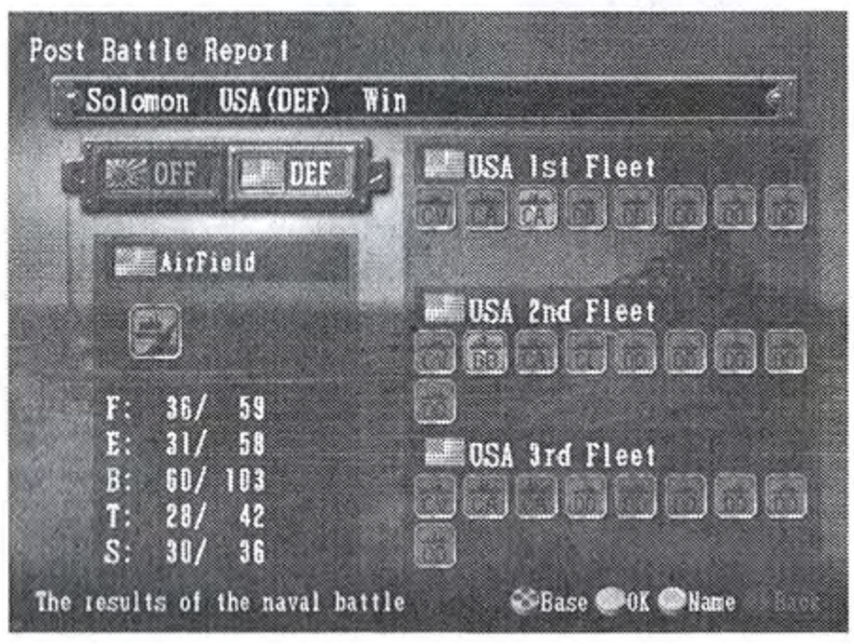
Tactics Sequence



First, search for the enemy, either by selecting "Scout" to dispatch a scout, or "Move" to move your fleets. If you locate the enemy, use "Move" or "Attack - Attack" to get closer. Your fleet will begin attacking automatically as you approach the enemy. A fleet with an aircraft carrier allows you to launch air attacks by selecting "Attack - Air Squadron." Depending on the situation, you may also be able to Delegate some actions. Initially, all fleets are set to Delegate status.

The End of Battle

A report of the ships sunk is displayed when a battle ends. The status of the region where the battle occurred may also be viewed. In the case of a battle involving your Home Country, your Commanders' achievements are displayed.



Airfield Status

Displays the remaining airfields and damage to aircraft. The number of aircraft shown is the total for all airfields. The number is displayed as the total number of aircraft before the battle/the total number of aircraft remaining.

Ship Status

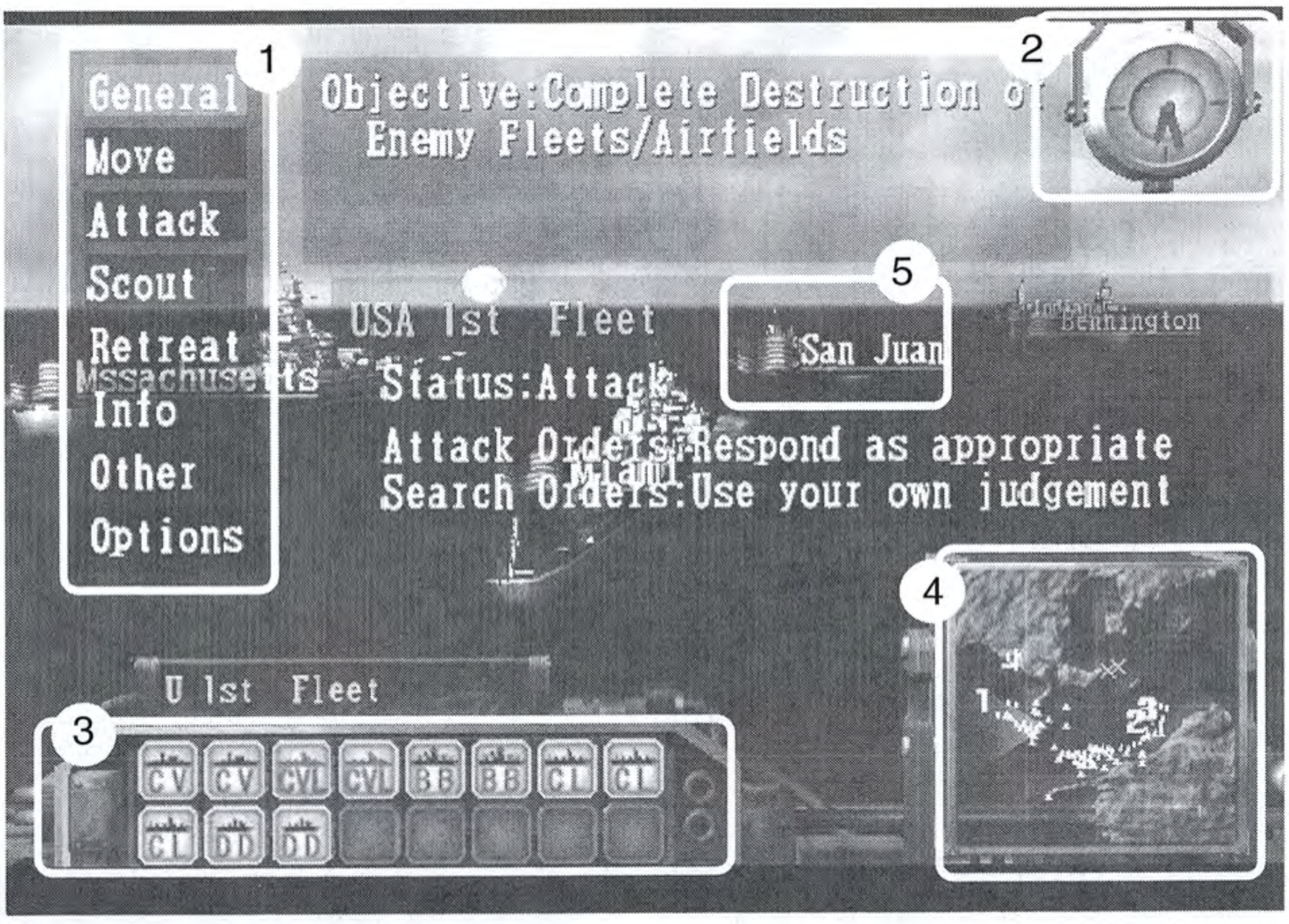
	Sunk (Gray)		Slightly Damaged (Yellow)
	Serious Damage (Red)		No Damage (Green)
	Medium Damage (Orange)		

Control

Moving the directional buttons left or right switches between the enemy and ally displays. Press the ◎ button to display the name of a ship, and switch using the directional buttons. Exit the fleet name display with the △ button. Press the ⊗ button to end and proceed to the next screen.

TACTICAL SCREEN

Displayed when a battle begins.



1. Tactical Command (left side of screen)
Commands issued to fleets/airfields under your command. Press the ⊗ button to display.

2. Time (upper right of screen)
Displays the current time. The color of the clock changes between day (white) and night (black).

3. Tactical Panel (lower left of screen)
Displays status of fleets under your command (shown in white on the Minimap.)
The status of each ship is displayed as an icon.

● Icons for ships

No damage	Lighted	Partial Destruction/Half Destroyed/Totally Destroyed	Flashing	Sunk	Not Lighted

● Icon Contents

BB	CB	CVB	CV	CVL	CVE
Battleship	Battle Cruiser	Battle Carrier	Regular Aircraft Carrier	Light Carrier	Escort Carrier
CA	CL	DD	SS	TT	
Heavy Cruiser	Light Cruiser	Destroyer	Submarine	Transport	

4. Minimap (bottom right of screen)
A small-scale map of the entire combat zone. Press the ■ button to enlarge the map. Press the ■ button again to restore it to its original size.

● Minimap Display

Selected Fleets/Airfield	WHITE
Allied Fleets	GREEN
Allied Air Squadron	LIGHT BLUE
Enemy Fleets	RED
Enemy Air Squadron	PURPLE
Airfields	YELLOW

● Minimap and Camera
The area shown by the camera is represented as a triangle. The color of the triangle changes depending on the camera mode.

Camera Mode and Colors

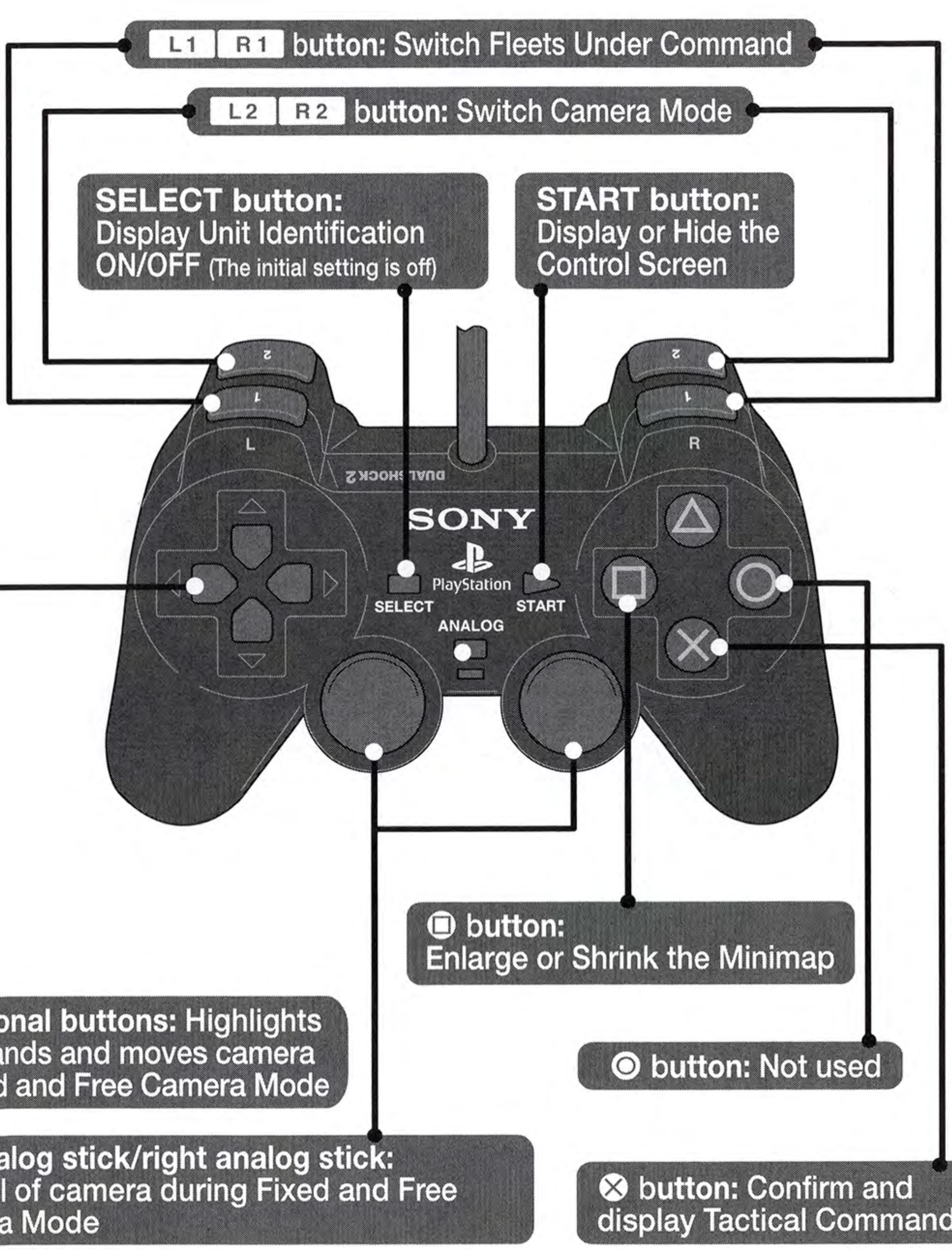
Fixed Camera Mode	Yellow
Free Camera Mode	White
Cinematic Camera Mode	Blue

5. Icons to Identify Allegiance
Displays allegiance of ships and aircraft. Press the SELECT button to display.

Ships		**Flags and Ship Names** A ship's name will not appear if it hasn't been identified in a scouting operation, or if the ship is too far away.
Aircraft		**Allegiance** (displayed by color) Ally: BLUE Enemy: PURPLE **Type** Fighter = F Escort = E Bomber = B Torpedo Bomber = T Scout = S

CONTROLS IN TACTICAL PHASE

Commands can be issued and the camera can be freely operated during the Tactical Phase.

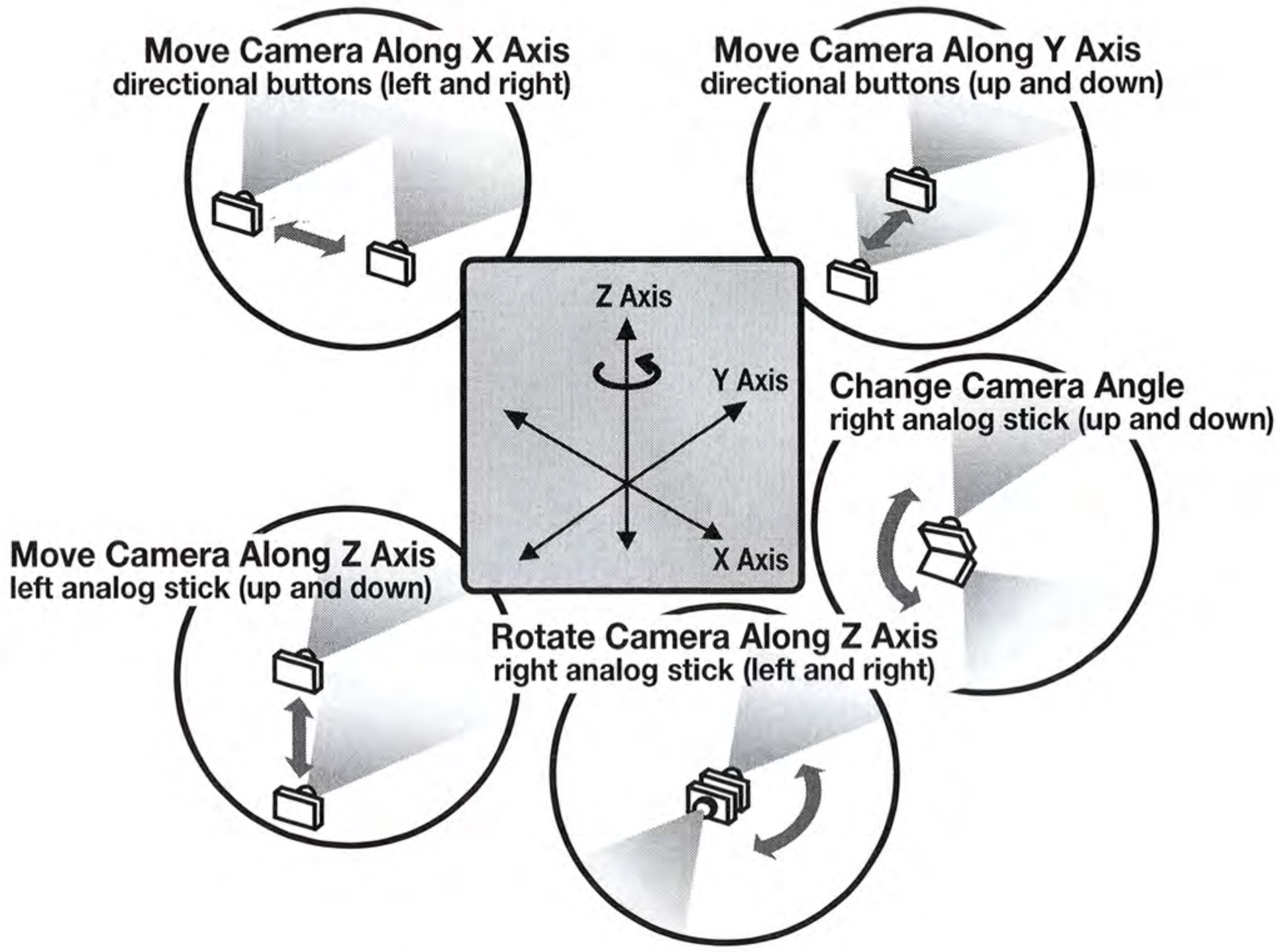

L1 R1 button: Switch Fleets Under Command
L2 R2 button: Switch Camera Mode
SELECT button: Display Unit Identification ON/OFF (The initial setting is off)
START button: Display or Hide the Control Screen
directional buttons: Highlights commands and moves camera in Fixed and Free Camera Mode
left analog stick/right analog stick: Control of camera during Fixed and Free Camera Mode
□ button: Enlarge or Shrink the Minimap
○ button: Not used
× button: Confirm and display Tactical Commands

Camera Mode

The Tactical Screen is displayed as a birds-eye view. The three camera modes may be switched using the L2 R2 buttons. The default setting is Fixed Camera Mode.

Fixed Camera Mode: Looks directly down on the target fleet from a fixed position. The view may be switched among target fleets with the QE button. The camera can be adjusted to leave the fleet and move along X- and Y-axes using the directional buttons.

Free Camera Mode: Allows the player to freely control the camera. Moving the left analog stick to the right tightens the camera's view (zoom in). Moving it to the left expands the view (zoom out).


Move Camera Along X Axis
directional buttons (left and right)
Move Camera Along Y Axis
directional buttons (up and down)
Z Axis
Y Axis
X Axis
Change Camera Angle
right analog stick (up and down)
Move Camera Along Z Axis
left analog stick (up and down)
Rotate Camera Along Z Axis
right analog stick (left and right)

Cinematic Camera Mode: Moves the camera automatically. Cannot be controlled by the player.

TACTICAL COMMANDS

Tactical commands are issued after selecting a fleet or an airfield. In the default settings, this is completely set to Delegate. The Delegate setting will be lifted when you issue a command.

Displays orders for fleet movements. Actions are delegated to fleets. If commands other than "Other" or "Options" are ordered, the content of the delegated orders will be disregarded. In the beginning, all fleets move under the following orders:

Attack Order: Respond as appropriate.
Search Order: Use your own judgment.

● Attack Orders

Orders to fleets when they locate an enemy.

Respond as appropriate .....No further commands necessary.

Frontal attack .....Orders a fleet to approach enemy and launch torpedoes when within range. This is a command for launching torpedoes.

Attack with artillery/guns .....Orders a fleet to go outside of torpedo-launching range, but to stay within range for an artillery/gun attack.

Attack by air .....Orders a fleet to go outside of artillery/gun range, but to stay within range for an air attack.

● Search Orders

Standing orders to fleets until enemy is found or lost.

Use your own judgement .....No further commands necessary.

Patrol the coast .....Orders a fleet to move along a coastal line.

Patrol a given area .....Orders a fleet to patrol a given area. Use the Minimap to select an area.

Accompany Ally .....Orders a fleet to move closely together with an ally. Select an ally you wish the fleet to accompany on the Minimap. This order is useful for fleets whose fighting capability is low.

Wait for further commands .....Orders a fleet to stand by. Prohibits the fleet from making any movements unless an enemy is sighted.

Delegation/Cancel Delegation [Airfield] [Fleets] Commands

Delegation or canceling delegation for airfields.

- *In the initial settings, all airfields are delegated.*

Move [Fleets] [Airfield] Hurry to a destination

Moves a fleet. Select the destination on the Minimap.

Attack [Fleets] [Airfield] Respond as appropriate

Order an attack from fleets/airfields.

Attack with Artillery/Guns (fleets)

Attacks with artillery/guns. Select a target within range on the Minimap to fire upon.

- *If there is no enemy within range, the fleet will move toward a Secondary Goal.*
- *When a fleet is allowed to fire torpedoes, it will begin its attack with torpedoes. (Other: P39)*

Air Squadron

Attacks by air. Select a target from the Minimap.

- *It takes an aircraft some time to take off after the command is issued.*
- *Commands cannot be issued at times when aircraft cannot take off (e.g. nighttime, raining, or snowing). If these conditions develop after a command is issued, the command is automatically canceled.*

Scout

Fleets | Airfield

Know your enemy

Dispatches a scout from a fleet or airfield to search for an enemy. Select the area to be scouted on the Minimap.

- *It takes a scout aircraft some time to take off after the command is issued.*
- *Commands cannot be issued at times when aircraft cannot take off (e.g. nighttime, raining, or snowing). If these conditions develop after a command is issued, the command is automatically canceled.*

Retreat

Fleets | Airfield

Tactical withdrawal

Orders a ship or a fleet to withdraw. Select a ship or a fleet to withdraw, and the location to withdraw to. The same procedure is followed to cancel the withdrawing of a fleet or ship.

Withdrawal of ships

1. Select the ship to withdraw from the Tactical Panel.
2. Select the direction for withdrawal.

Withdrawal of Fleets

1. Select all ships to withdraw from the Tactical Panel. Press up on the directional buttons when the cursor is in the upper area of the Tactical Panel. Press down on the directional buttons when the cursor is in the lower area.
2. Select the direction for withdrawal.

Information

Fleets | Airfield

Understand the current situation

Allows checking of ship type, damage level, and movement.

Ship Information

1. Select the ship for which you wish to check information from the Tactical Panel.
2. The information for the selected ship is displayed.

Fleet Information

Allows checking of overall fighting power, total number of ships, and overall movement.

1. Select all ships to withdraw from the Tactical Panel. Press up on the directional button when the cursor is in the upper area of the Tactical Panel. Press down on the directional button when the cursor is in the lower area.
2. Displays overall information about the fleet.

Airfield Information

Allows checking of aircraft endurance levels and deployment.

Other

Fleets | Airfield

Switching basic commands

Issues a movement command to a fleet.

Using Lights (On/Off)

Sets the use of lights. Lights are set to OFF by default. Lights cannot be used during the daytime, or during Delegation.

- *The nighttime scouting range expands when lights are on. However, lights can also attract enemy attention.*

Attacking with Torpedoes (Permit Launch/Forbid Launch)

Permits or forbids the use of torpedoes. The initial setting permits the use of torpedoes.

- *Because ships only carry a limited number of torpedoes, "Forbid Launch" when ships are far from an enemy fleet.*

Scrap

Fleets | **Airfield**

Gathering remaining aircraft

Scraps an airfield. The endurance level of the scrapped airfield will become 0.

- *All aircraft at the scrapped airfield will return to the Home Port.*

Options

Fleets | **Airfield**

Changing other settings

Settings

Sets music or vibration.
The procedure is the same as the Game Settings menu. (Game Settings: P7)

Speed Setting

Set speed of the in-game time between NORMAL and FAST.

Return to Title Screen

Ends the game and returns to title screen.

Country Data

Information about each country. The precision of information on countries other than your own and your allies depends on whether you have sent spies to that country, and the Spy Level.

◆ Controlled Regions
Regions Controlled and number of Key Bases.

◆ Home Port
Name of region containing the Home Port.

◆ Strategic Goals
Specific goals.

Goals	Unknown = Spy level inadequate None = Undecided

◆ Tech Level
Tech Level of the country.

◆ Resource Aid
The specifics about resource aid planned for the current turn.

◆ Degree of Grasp of Enemy Information
Value calculated based on the number of spies dispatched to an enemy region, and the Spy Level.

◆ Transport Ships
Number of undeployed transport ships, and number below optimum.

◆ Resources
Amount stored in-country sorted by resource; amount to be consumed by end of turn.

- *Uncollected = caused by a break in connections between regions, or by an inadequate number of transport ships.*

◆ Number of Commanders
Total number of Commanders attached to that country.

◆ Number of Fleets
Number of completely arranged fleets. (Max 16).

◆ Number of Ships In Action
Number of ships in action. (Max. 256). Undeployed ships and ships under construction are not counted. Information for enemy countries shows only the number confirmed by spies.

◆ Ship Breakdown
Number of ships in action, undeployed, and under construction.

◆ Number of Aircraft That Can Be Produced Weekly
Number of aircraft planned for production this week, and the largest number of aircraft that can be produced in one week.

- *As the Industry Level increases, the number of aircraft that can be produced in a week will increase.*

◆ Number of Aircraft
The total number of deployed and undeployed aircraft. Includes aircraft that will be produced this turn. Information for enemy countries displays only the number confirmed by spies.

◆ Aircraft Breakdown
Displays the respective numbers of aircraft, aircraft deployed to airfields and aircraft carriers, and undeployed aircraft. Numbers of each aircraft type are also displayed.

● ROLE OF TECH LEVELS

Name	Description
Arms	Enables development of new weapons related to ship cannons.
Steel	Enables development of new weapons related to ship armor.
Elec.	Enables development of new weapons related to radar.
Engine	Enables development of new weapons related to ship engines.
Aero	Enables development of new weapons related to aircraft.
Telecom	Promotes Spy Level advancement.
Industry	Influences building time, repair speed, max no. of planes produced per week, the accumulation of funds, etc.

◆ Remaining Number of Ship Models That Can be Built
Displays the remaining number of ship models that can be built as new designs. Ship models currently under construction are counted as models that have already been built. As the Industry Level increases, the number of aircraft that can be produced in a week will increase.

◆ Remaining Number of Aircraft Models That Can be Built
Displays the remaining number of aircraft models that can be built as new designs. Aircraft models currently under construction are counted as models that have already been built.

◆ Ship Model Development Status
Displays the number of undeveloped ship models and the number of ship models currently under construction.

◆ Aircraft Model Development Status
Displays the number of undeveloped aircraft models and the number of aircraft models currently under construction.

Fleet Data

Displays data about the Home Country and allied fleets. The list begins with the Home Country's first fleet. While the list is displayed, fleets can be renamed by pressing the ◉ button.

◆ Number of Ships
Displays the number of ships that make up the fleets. (The maximum number of ships in a fleet is 16. The maximum number of aircraft carriers in a fleet is 4.)

◆ Commanders on Board
Displays the number of Commanders in a fleet.

◆ Ship Structure
Displays a ship's type and name. If the ship is damaged, the level of damage is also displayed (Serious, Medium, or Slightly Damaged). If there is a Commander on board, the Commander's name is displayed.

◆ Commander
Displays the name of a Commander aboard a Flagship. (If there is none, this will appear as "Vacant.")

➧ *Even if there are Commanders aboard other ships, the Commander display will appear as "Vacant" if there is no Commander aboard the Flagship.*

◆ Flagship
Displays the name of a Flagship.

➧ *Flagship = The ship with the highest level of Commander, or the most powerful ship within a fleet, will automatically become a Flagship. (The player cannot change this.)*

◆ Goal of Movement
Displays oil consumption per week, current position, and destination.

➧ If there is insufficient oil to Move to a destination, the Move will be canceled.

◆ Fleet Capability
Displays a fleet's capability to attack other fleets and conduct air attacks, the number of ships available for attacking submarines, and its rate of movement.

➧ *Attacking submarines = Ships equipped with depth charges can attack submarines.*

◆ Aircraft on Board
Displays a breakdown of the number of aircraft on board (the number of aircraft currently on board/the aircraft capacity). The predicted supply is the number of aircraft that will be supplied to the ship this week.

➧ *Ships other than aircraft carriers and battle carriers can carry aircraft such as scouts, but they are deployed automatically. (The player cannot control this.)*

Region Data

Displays the data for a selected region.

◆ Natural Conditions
Displays the weather conditions during a battle. Weather conditions have an impact on the operation of aircraft. The hours of daylight change on a monthly basis.

Hours of Daylight

In December and November, the hours of daylight become the shortest in the northern hemisphere and the longest in the southern hemisphere. In June and July, the hours of daylight become shortest in the southern hemisphere and longest in the northern hemisphere.

◆ Production of Resources
Displays the amount of resources produced in one turn.

Resources

Amount That Can Be Acquired Per Resource

Funds = 50 Oil = 100

Steel = 200 Aluminum = 100

◆ Spy
Displays the presence or absence of dispatched spies. Spies cannot be dispatched to your Home Country or to allied countries.

◆ Dock
Displays the size of a dock.

➽ *Dock = Docks with a size or 1 of above are capable of repairing ships. The bigger the size, the faster ships can be repaired.*

◆ Deployed Transports
Displays the number of deployed transports. The optimum number of deployed transports is equivalent to the largest amount of resource production.

◆ Submarines for Trade Disruption
Displays the total number of submarines deployed by the Home Country and allies in a specific region. Will be displayed as "Undeployed" in Home Country and allied countries data.

◆ Stationed Fleet
Displays the number of stationed fleets, fleet names, and the number of ships making up the fleets.

➽ *The composition of fleets in allied regions, and enemy regions with a Spy Level of 3, can be viewed by pressing the ▣ button.*

◆ Airfield
Displays the largest number of airfields, their endurance level (current endurance level/ maximum endurance level), and the specifics of deployment sorted by aircraft type. The number of aircraft to be predicted to be supplied by the end of a turn will be displayed. The data are broken down by airfield.

➽ *Endurance Level of Airfield = Decreases in the course of battle. Automatically restored as turns elapse.*

● Weather Conditions

Title	Characteristic		
Tropical	Doesn't snow. Often rains for consecutive days in winter.		
Dry	Tends to be sunny all year long.		
Temperate	Often sunny. Rain doesn't last long.	Summer	Northern Hemisphere: April - October Southern Hemisphere: November - March
Cold	Often snows for consecutive days in winter.	Winter	Northern Hemisphere: November - March Southern Hemisphere: April - October
Frigid	Relatively low amount of sun in summer. Long periods of snow in winter.		

New Weapon Data

Displays information about new weapons. Development status is calculated based on the Tech Level of the Home Country. Allows investigation of the weapons and Tech Levels necessary for development. Sorted by type.

Types

[Ship Radar] [Artillery]
[Torpedo] [Anti-Submarine Weapon]
[Ship Armor] [Ship Engine]
[Air Radar] [Bomb]
[New Model Aircraft]
[Aircraft Armor] [Aircraft Engine]

Status of Development

Development complete = Tech Level is sufficient. Development has been completed.
Under development = Development is in progress.
Development under discussion = Tech Level is insufficient. (A number indicates the degree to which it is insufficient.)

◆ Name
Displays the name and type of new weapon.

◆ Status of Development
Under development/Development complete /Development under discussion

◆ Status of Development
Displays the time and funds required for development.

◆ Required Tech Level
Displays the Tech Level required for development. (Shown as "Achieved" if the Level has reached the requirement.)

◆ Description
Description of new weapons.

● New Weapon Types

Type	Main Weapons	Summary
Ship Radar	Naval Radar, Surface to Air Radar, ASDIC, Fire Control System	Radar for ships.
Gun	High Explosive, Cordite, 18 Inch Gun, VT Fuse/Time Delay Fuse, Cluster Bomb	Improves artillery attacks.
Torpedo	Oxide Torpedo, Guided Torpedo	Improves torpedo attacks.
Anti-Submarine Weapons	Sonar, Hedgehog, Snorkel weapons	Submarine-related
Ship Armor	Steel, Armored Flight Deck	Increases the maximum endurance level of ships.
Ship Engine	Large Diesel Engine, Gas Turbine Engine	Increases the maximum amount of steel for ships.
Aircraft Radar	Air-to-Air Radar, Air-to-Surface Radar	Radar for aircraft.
Bomb	Air to Ship/Ground Rocket, Guided Missile	Improves bomb attacks.
New Plane	Flying Wing, Canard Airframe, Twin Jet Airframe, Jet Airframe	Allows the design of high-tech aircraft.
Plane Armor	Aluminum Alloy	Increases the maximum limit of aircraft armor.
Plane Engine	Radial Engine, Inverted-V Engine, Turbojet Engine	Improves aircraft engine performance.

Commander Data

Data about the world's Commanders. Displays a Commander's name, presence on board a ship, command ability, and achievements. Select a specific Commander to see more details.

◆ Name and Country
Displays the selected Commander's name and allegiance.

◆ Ship on Board
Displays the name of the ship that the Commander is currently on board, and the name of that ship's fleet.

◆ Command Ability
Displayed on a scale from C (ordinary) to A (best). The ability level increases with battle experience.

◆ Ship Types That Can Be Boarded
Displays the types of ship that a Commander can board. "X" is used to indicate a ship that a Commander cannot board.

➽ *The types of ships that a Commander can board varies with rank. Rank increases with achievements in battle.*

◆ Achievement
Displays the Commander's achievements this month, and his total achievements. Achievements are gained in battle.

◆ Medals
Displays all medals and citations given to the Commander.

◆ Comment
Displays the Commander's biography.

● **Details About Command Ability**

Ability Level	Role
Ship Level	Increases the rate of avoidance of enemy attacks.
Artillery Level	Reduces the interval for firing artillery/guns.
Torpedo Level	Reduces the interval for launching torpedoes.
Air Level	Increases accuracy of air attacks.
Submarine Level	Increases probability of success in trade-disruption operations.

Sunk Ships Data

Displays information about sunken ships (sorted by ship type, and listed by date of sinking.). Select a ship type to see more detailed information.

◆ Ship Name and Country
Displays the ship's name and country of origin.

◆ Date
Displays the week and month that the ship was sunk.

◆ Region
The name of the region in which the ship sunk.

◆ Countries Participating
Names of the attacking and defending countries.

◆ Cause of Sinking
The direct cause of sinking.

◆ Ship Status
Displays type, model, and allegiance.

◆ Dead Commander
Displays the name of Commander that went down with the ship, if any. Displayed as "none " if the Commander survived, or if there was no Commander on board.

Ship Data

Displays information about allied ships (sorted by country and type).

Types [Battle Ship] [Carrier] [Heavy Cruiser] [Light Cruiser] [Destroyer] [Submarine]

Select a ship type to see more detailed information.

◆ Ship Name and Model
Displays name and model of a ship.

◆ Number of Ships Sunk
Displays the number of enemy ships that it has sunk.

◆ Fleet Name
Displays the name of the fleet to which the ship belongs. (If the ship is a Flagship, "Flagship" will be indicated.)

◆ Status
Indicates if a ship is in action, under construction, or undeployed.

◆ Information About Movement
Indicates current position and next destination.

◆ Attack Against Ships
Displays the attack level against ships, and the status of main guns, secondary guns, torpedoes, and depth charges.

◆ Air Attack
Displays the level of air attack, and status of anti-aircraft guns and machine guns.

◆ Experience Level
Displays the level of experience.

- *Experience level = Once a ship is deployed as a part of a fleet, its experience level automatically increases to 50. The more battles it participates in, the higher its level becomes. Higher levels give ships advantages in battle.*

◆ Commander on Board
Displays the name of any Commander on board.

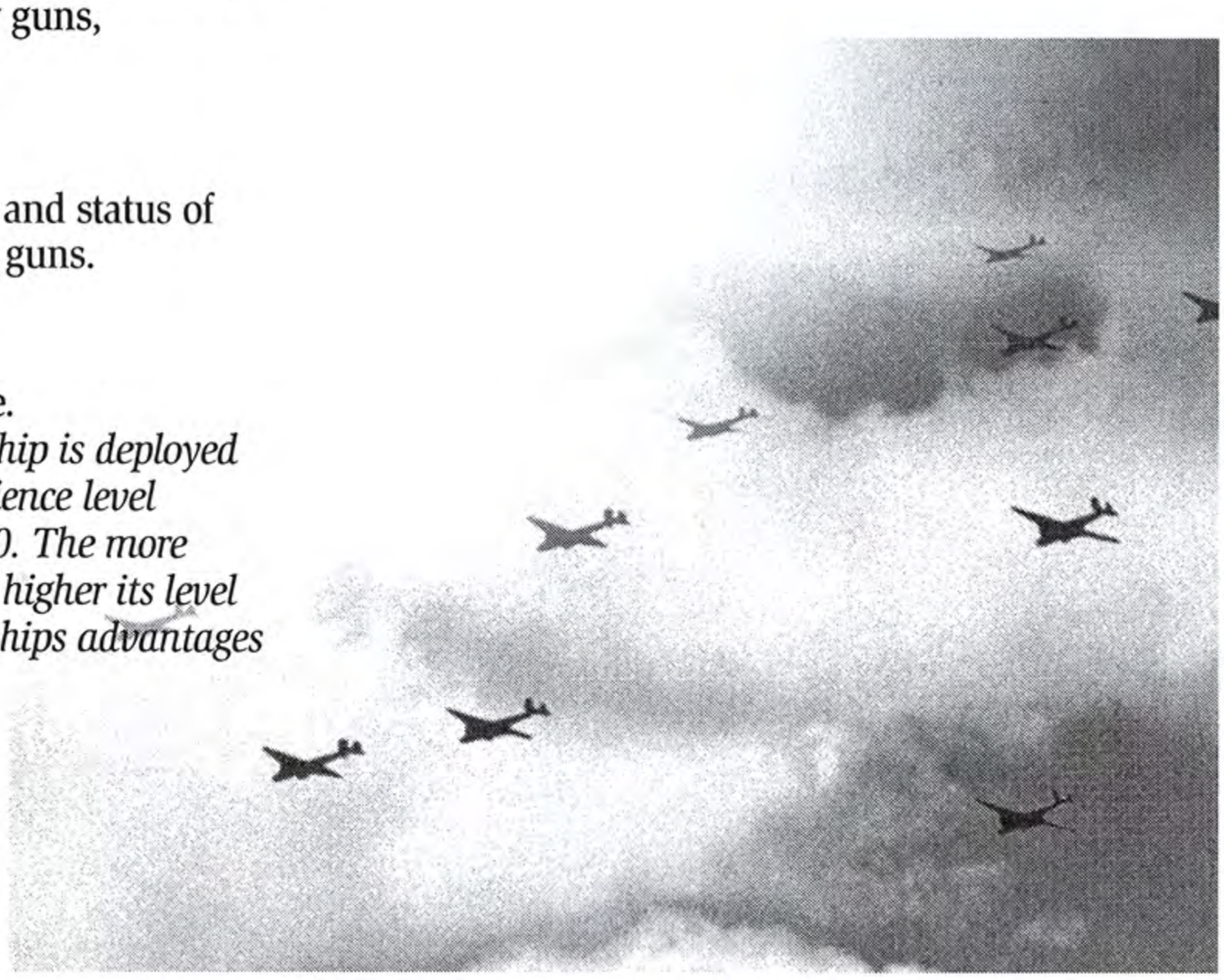
◆ Aircraft on Board
Displays a breakdown of the number of aircraft on board (number of aircraft currently on board/aircraft capacity). The number to be supplied is the number of aircraft expected to be supplied this week.

◆ Endurance
The current endurance/maximum endurance of each unit.

◆ Armor
The strength of a ship. The higher the number, the stronger the ship. Displays values for both hull and deck armor.

◆ Speed
The maximum speed of movement.

◆ Description
A description of the ship model.



Class Data

Information about the ship models for each country (sorted by country and by type).

Types [Battleship] [Carrier] [Heavy Cruiser] [Light Cruiser] [Destroyer] [Submarine]

Select a ship model to see more detailed information.

◆ Ship Model Name and Type
The name of the ship model and type of the ship.

◆ Development Status
Can be Constructed/Under Development/Not Yet Developed.

◆ Construction Conditions
The funds, amount of steel, and time required to build a ship.

◆ Ship-to-Ship Attacks
The level of ship-to-ship attacks. Shows the status of main guns, secondary guns, torpedoes, and depth charges.

◆ Anti-Air Attacks
Shows level of anti-air attacks and status of anti-aircraft guns/machine guns.

◆ Aircraft on Board
The number and type of aircraft that can be put on board. Ships other than carriers and battle carriers can only carry sea scout aircraft. (Automatic deployment).

◆ Endurance
Maximum endurance for each unit.

◆ Armor
The strength of a ship. The higher the number, the stronger the ship. Displays values for both hull and deck armor.

◆ Speed
The maximum speed.

◆ Description
Description of ship model.

● **Types of Ships and the Weapons They Can Carry**

	Main Guns	Secondary Guns	Torpedoes	Depth Charges	Aircraft
Battleship	✓	✓			✓
Battle Cruiser	✓	✓			✓
Battle Carrier	✓				✓
Regular Carrier	✓				✓
Light Carrier					✓
Escort Carrier					✓
Heavy Cruiser	✓		✓		✓
Light Cruiser	✓		✓	✓	✓
Destroyer	✓		✓	✓	
Submarine			✓		

Aircraft Data

Information about the aircraft of each country (sorted by country and type).

Types
[Fighter (Carrier)] [Fighter] [Fighter (Sea)]
[Bomber (Carrier)] [Bomber]
[Attack Plane (Carrier)] [Attack Plane]
[Attack Plane (Sea)] [Scout (Carrier)]
[Scout (Sea)] [Flying Boat]
* Depends on aircraft held by each country.

Select an aircraft type to see more detailed information.

◆ Aircraft Model Name/Type of Ship
The name of an aircraft model and the type of ship.

◆ Number Undeployed
The number of aircraft left undeployed in the Home Port.

◆ Status of Development
Can be built/Can be developed/Under development.

◆ Conditions for Building
The funds and amount of aluminum required to build one aircraft.

◆ Air Combat Ability
Air combat ability level and weapon details.

◆ Bombing Ability
Whether or not the aircraft carries bombs, and if it does, whether or not it can dive bomb.

◆ Torpedo Ability
Whether or not the aircraft carries torpedoes.

◆ Scout Ability
- *The number of crew members and the presence or absence of radar equipment. The higher the number of crew members, the higher the scouting ability.*

◆ Specifications
Engine, armor, maximum speed, and operating range.

◆ Description
A description of the aircraft.

● Types of Aircraft Engines The type of engine that can be mounted is determined by the airframe. Engines cannot be modified into other types.

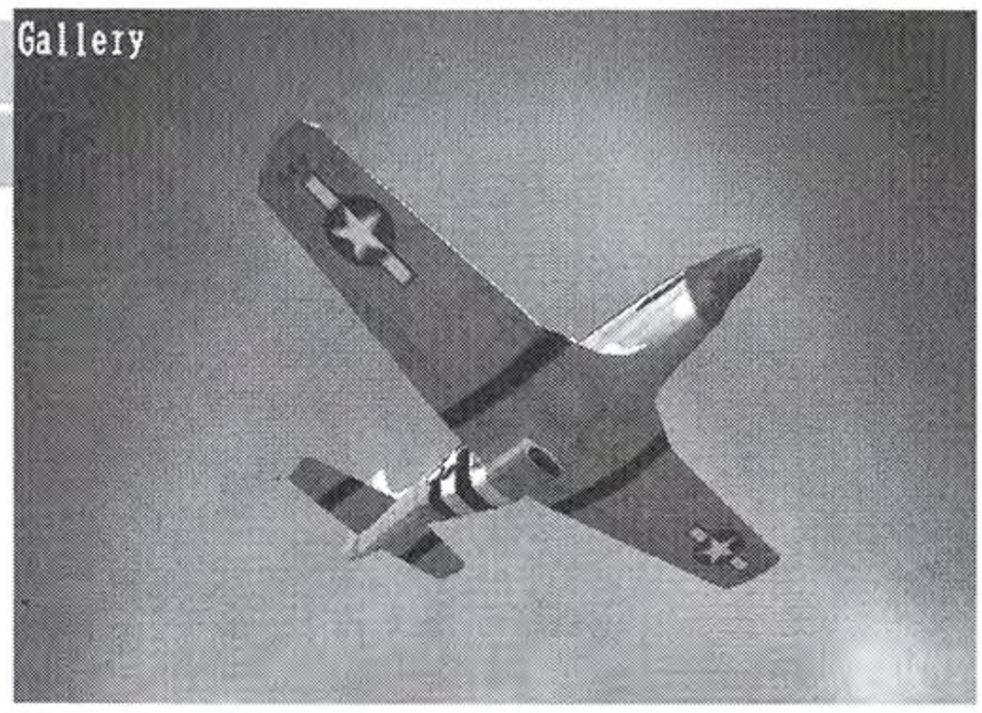
Engine	Summary
Radial Engine	Compact and lightweight, but less horsepower than an inverted-V engine.
Inverted-V Engine	High horsepower but heavy. Prevents loading of large amounts of other equipment.
Jet Engine	Can only be incorporated into jet airframes.

Gallery

Data resource. Rendered with animated graphics. Sorted by ship model, aircraft model, and by country and type. A description of names, types, and other data. You can toggle the text off to enjoy the animation by itself.

Aircraft Ships
[Battleship] [Carrier] [Heavy Cruiser]
[Light Cruiser] [Destroyer] [Submarine]

Aircraft
[Fighter] [Bomber]
[Attack Plane] [Scout] [Flying Boat]



Hide text: ▣ button
Shrink: ◉ button **Expand: ⊗ button**
Rotate: directional buttons **Return: △ button**

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